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# 712CD

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**DoE Tutorial**

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# Design of Experiments

## A Tutorial

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June 2007



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# Tutorial Composition



*DoE Tutorial*

- Basic Concepts
- Break
- Advanced Concepts
- Break
- Detailed Examples
- Wrap-Up



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# Design of Experiments

Basic Concepts

# Summary Slide

- What is DoE?
- Purposes of Experimenting
- Experimentation Strategies
- Basic Principles
- Nuisance Factors
- Design Steps
- Major Guidelines
- Simple Comparison Experiments
- Single Factor Experiments
- Latin Squares

# What is DoE?

- **Experiment**: a test or series of tests where the experimenter makes purposeful changes to input variables of a process or system so that we can observe or identify the reasons for changes in the output responses.
- **Design of Experiments**: is concerned with the planning and conduct of experiments to analyze the resulting data so that we obtain valid and objective conclusions.

- 1771 – *Course of Experimental Agriculture*, Arthur Young
  - One of the earliest direct experimental scientific documents
  - Insisted on split-field trials
  - Required repeated trials in different fields
- 1919 – R.A. Fisher started work as a statistician at Rothamsted Agricultural Experimental Station
  - Randomization of trials
  - Creation of the technique “Analysis of Variance”
- Today....



- *Code of Best Practice for Experimentation, CCRP, 2002*
- *Campaigns of Experimentation: Pathways to Innovation and Transformation, Alberts & Hayes, 2005*
- These documents identify 3 types of experiments:
  - Discovery
  - Hypothesis
  - Demonstration
- This tutorial focuses on aspects of the first two types

- **Discovery**

- Designed to generate new ideas or approaches
- Usually involve “hands-on” activities
- May involve systems or processes that are not well understood or refined

- **Hypothesis**

- Closer to the traditional academic approach
- Seek to falsify specific hypotheses
- Used often in the attempt to “prove” a theory, idea, or approach

# Why Experiment?

- Determine which variables are the most influential in a process or system
- Determine where to set the inputs so the output is always near the desired state
- Determine where to set the inputs so the output variability is minimized
- Determine where to set the inputs so the influence of uncontrollable factors is minimized (robust design)

- **Best Guess**

- PRO: Works reasonably well when used by SMEs with solid foundational knowledge on known issues
- CONs:
  - If it fails, need to guess again...and again...until....
  - If get acceptable results first time, may stop without discovering “better”

- **One Factor at a Time**

- PRO: Straight-forward, easily understood
- CONs:
  - Impossible to address interactions
  - Tends to “over collect” data, not efficient sample sizes

- **Factorial**

- PROs:
  - Full evaluation of individual and interaction effects
  - Most efficient design with respect to sample sizes
- CON: More complex to explain to untrained audiences

- **Replication**

- Permits estimation of experimental error
- Permits more precise estimates of the sample statistics
- Not to be confused with repeated measures

- **Randomization**

- Insures that observations or errors are more likely to be independent
- Helps “average out” effects of extraneous factors
- Special designs when complete randomization not feasible

- **Blocking**

- Designed to improve precision of comparisons
- Used to reduce or eliminate nuisance factors

- Definition: A nuisance factor is a “design factor that *probably* has an effect on the response but we are not interested in that effect” [Montgomery, p126, emphasis added]
- Nuisance Factors, Types  $\Rightarrow$  Cures
  - Known and controllable  $\Rightarrow$  Use blocking to systematically eliminate the effect
  - Known but uncontrollable  $\Rightarrow$  If it can be measured, use Analysis of Covariance (ANCOVA)
  - Unknown and uncontrollable  $\Rightarrow$  Randomization is the insurance

# Design Steps

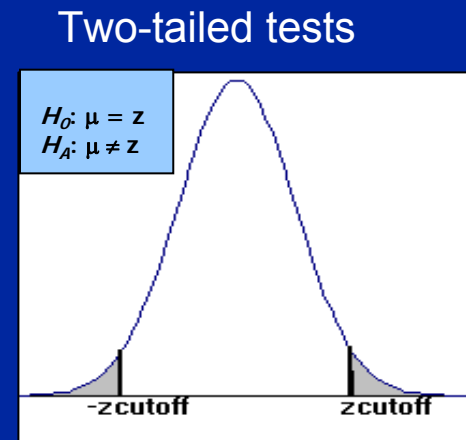
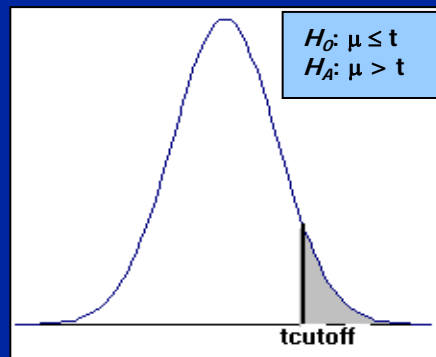
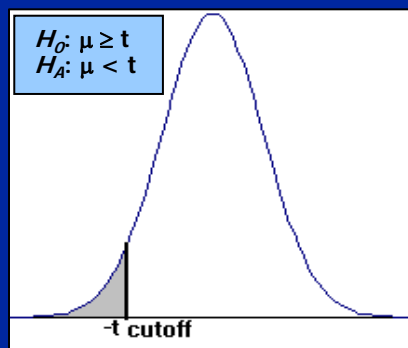
- Recognition and statement of the problem in *nonstatistical* language
- Selection of factors, levels, ranges
- Selection of response variables
- Choice of experimental design
- Performance of the experiment
- Statistical analysis of the data
- Conclusions and recommendations

# Major Guidelines

- Use team's non-statistical knowledge of the problem to:
  - Choose factors
  - Determine proper levels
  - Decide number of replications
  - Interpret results
- Keep the design and analysis as simple as possible
- Recognize the difference between practical and statistical significance
- Be prepared to iterate – commit no more than 25% of available resources to first series



- Goal:
  - Compare two or more means; variances; probabilities
  - Compare A versus B: [better or worse] – paired comparison is a special case of randomized block design
- Major Considerations
  - Sample size
  - Distributional knowledge: Normal,  $\chi^2$ , F .....etc.
  - Structure of the statistical hypothesis
    - One-tailed



- One Factor – Multiple Levels
- “One-level-at-a-time” analysis isn’t efficient
  - Consider one factor with five levels
  - Pair-wise comparison requires 10 pairs [  ${}_5C_2 = 10$  ]
  - If each comparison has  $\alpha = 0.05$ , then  
Probability(correct assessment) =  $(1-\alpha)^{10} = 0.60$
- Technique of Choice – ANOVA
  - Tests hypothesis  $H_0: \mu_1 = \mu_2 = \mu_3 = \dots \mu_n$
  - Assumptions
    - Error term is Normal  $(0, \sigma^2) \Rightarrow$  test residuals to confirm
    - Conditions properly randomized
    - Results are independent; errors are independent
  - If reject  $H_0$  (*i.e., failed the test*) then use Newman-Keuls Range Test or Duncan’s Multiple Range Test to determine the specifics
  - Note – there are non-parametric tests in lieu of ANOVA if assumptions are not met (e.g. Kruskal-Wallis Test)

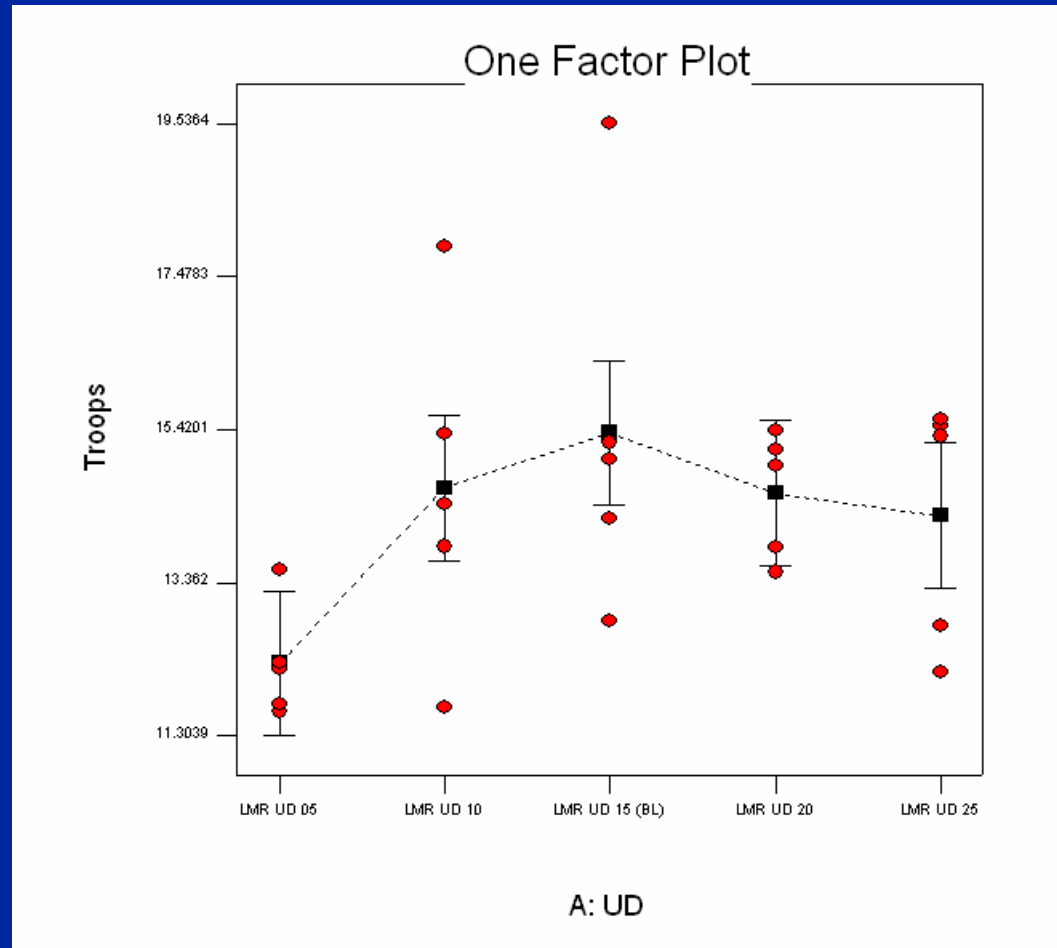


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# Single Factor Multiple Levels



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- Single Factor – Unit Days of Supply
- Levels – 5, 10, 15, 20, 25



# Latin Squares



- Latin Square: An arrangement of conditions such that each combination occurs only once in each row and column of the test matrix.

A	B	C	D
B	C	D	A
C	D	A	B
D	A	B	C

- Graeco-Latin Square: The superposition of two Latin Squares such that each paired-combination occurs only once in each row and column.

A $\alpha$	B $\delta$	C $\beta$	D $\epsilon$	E $\gamma$
B $\beta$	C $\epsilon$	D $\gamma$	E $\alpha$	A $\delta$
C $\gamma$	D $\alpha$	E $\delta$	A $\beta$	B $\epsilon$
D $\delta$	E $\beta$	A $\epsilon$	B $\gamma$	C $\alpha$
E $\epsilon$	A $\gamma$	B $\alpha$	C $\delta$	D $\beta$

Order 5

Orthogonal  
Latin  
Square

# Latin Squares – Practical Example

- Conduct a test of new intelligence fusion procedures using four analyst teams examining four scenarios. Each fusion process will take one day of test activity to fully work the process.
  - Day 1  $\Rightarrow$  Orientation Day for participants; assign teams (A,B,C,D)
  - Days 2 through 5  $\Rightarrow$  Test days

	Tues	Wed	Thurs	Fri
Scenario 1	A	B	C	D
Scenario 2	B	C	D	A
Scenario 3	C	D	A	B
Scenario 4	D	A	B	C

- Do it again, 3 months later with different teams ( $\alpha, \beta, \chi, \delta$ )

	Tues	Wed	Thurs	Fri
Scenario 1	$\alpha$	$\beta$	$\chi$	$\delta$
Scenario 2	$\beta$	$\chi$	$\delta$	$\alpha$
Scenario 3	$\chi$	$\delta$	$\alpha$	$\beta$
Scenario 4	$\delta$	$\alpha$	$\beta$	$\chi$

- Combine analytical results

	Day 1	Day 2	Day 3	Day 4
Scenario 1	A $\alpha$	B $\beta$	C $\chi$	D $\delta$
Scenario 2	B $\beta$	C $\chi$	D $\delta$	A $\alpha$
Scenario 3	C $\chi$	D $\delta$	A $\alpha$	B $\beta$
Scenario 4	D $\delta$	A $\alpha$	B $\beta$	C $\chi$

Non-Orthogonal Latin Square



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# Design of Experiments

Advanced Concepts

- **Advanced DoE**
  - Factorials
    - Full
    - Fractional
    - Other Types
  - Complex Designs

- Definition: An experiment in which for each completed trial or replication of the experiment all possible combinations of the levels of the factors are investigated.
- Design Notation
  - General Notation for 2-level experiment  $\Rightarrow 2^k$  where  $k$  = number of factors
    - 3 factors 2 levels each =  $2^3$  design
  - Factors and Levels  $\Rightarrow$  example for 3 factors, 2 levels
    - Aa Bb Cc
    - $A^+A^- B^+B^- C^+C^-$
    - (1) a b c



- All combinations are examined
  - Example  $2^3$  design = 8 experimental settings:  
 $A^+B^+C^+$   $A^-B^+C^+$   $A^+B^-C^+$   $A^+B^+C^-$   $A^-B^-C^+$   $A^-B^+C^-$   $A^+B^-C^-$   $A^-B^-C^-$
- Effects Evaluated
  - Main effects of single factors: A, B, C
  - Second Order (2-factor) interactions: AB, AC, BC
  - Third Order (3-factor) interactions: ABC
  - In general, a  $2^k$  design evaluates all 1, 2, ..., k-1, k-factor effects
- Advantages over “one-factor-at-a-time”
  - More efficient in time, resources, sample size
  - Addresses interactions
  - Provides insight over a *range* of experimental conditions





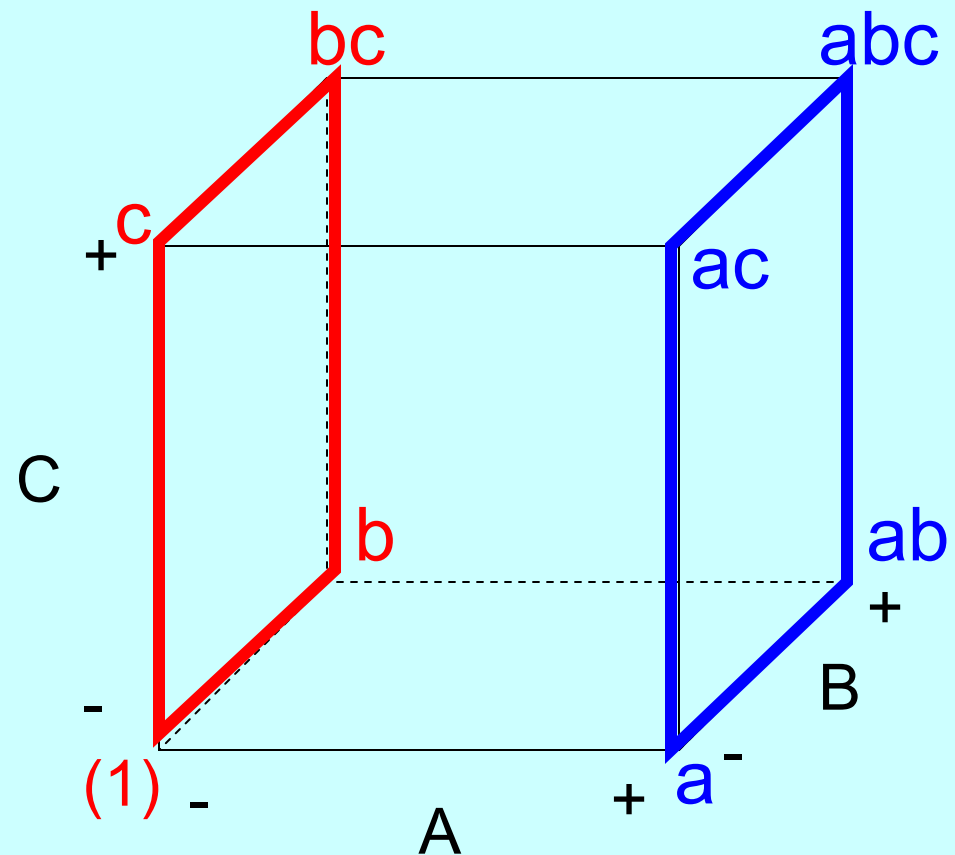
# Factorial Efficiency – Graphically (2)



DoE Tutorial

## Main Effect A

$$= (1/4n) * [\text{blue square} \\ - \text{red square}]$$





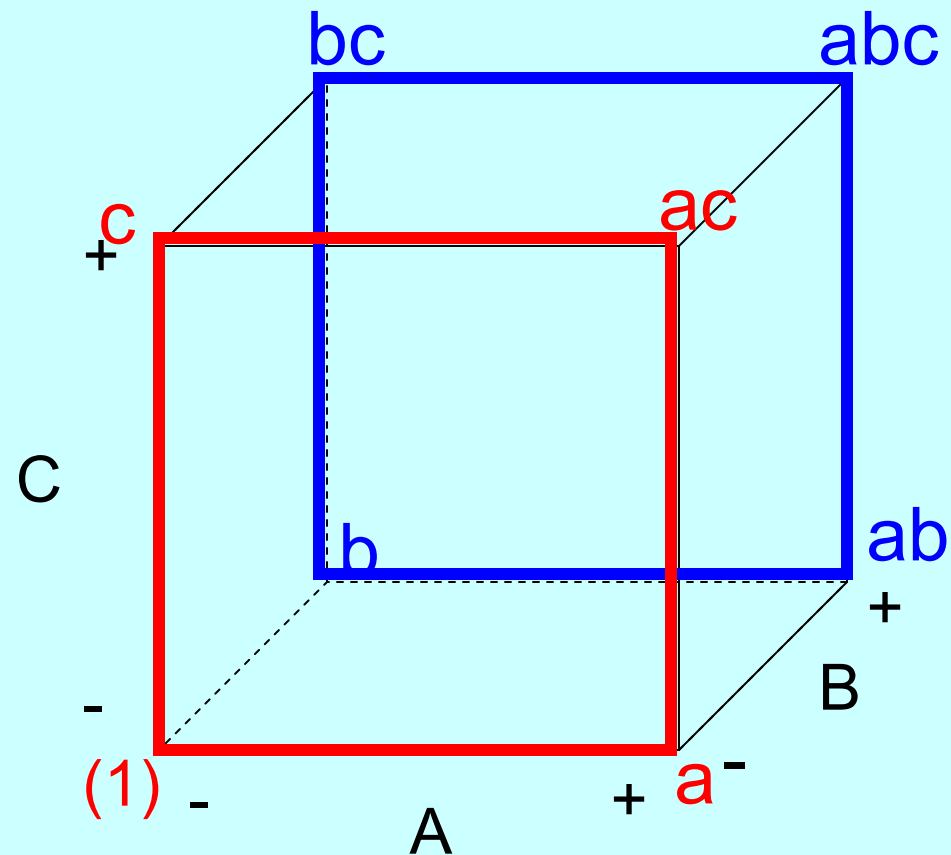
# Factorial Efficiency – Graphically (3)



DoE Tutorial

## Main Effect B

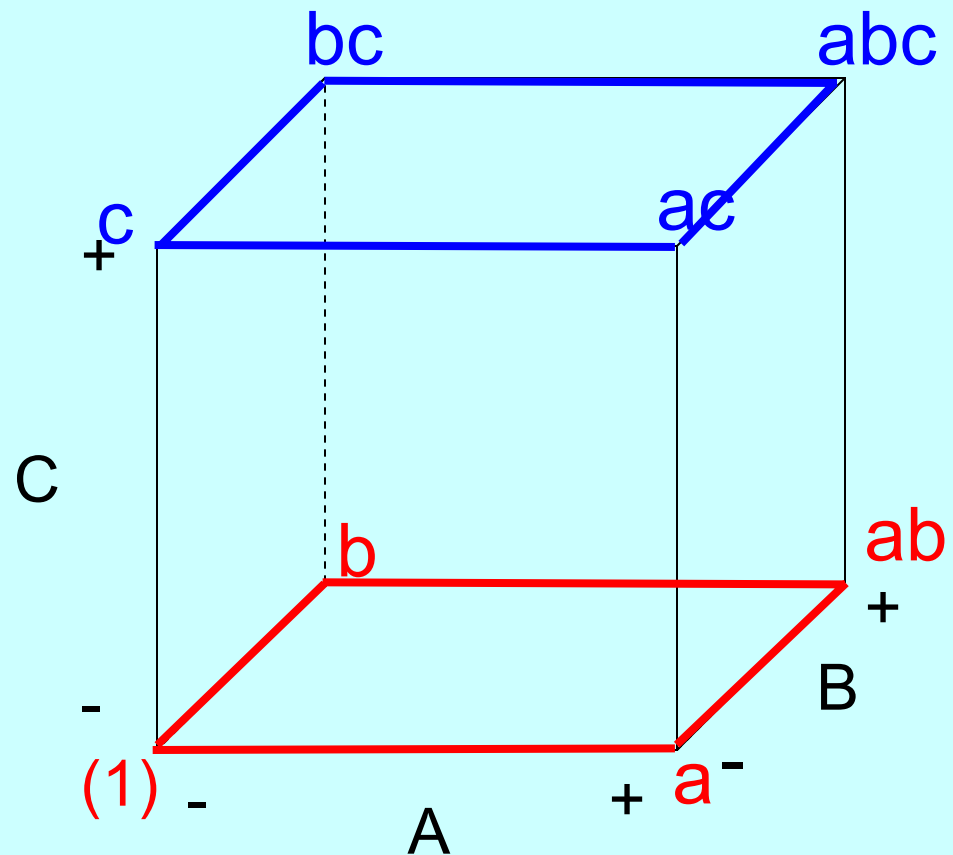
$$= (1/4n) * [\text{blue square} \\ - \text{red square}]$$



# Factorial Efficiency – Graphically (4)

## Main Effect C

$$= (1/4n) * [\text{blue square} - \text{red square}]$$





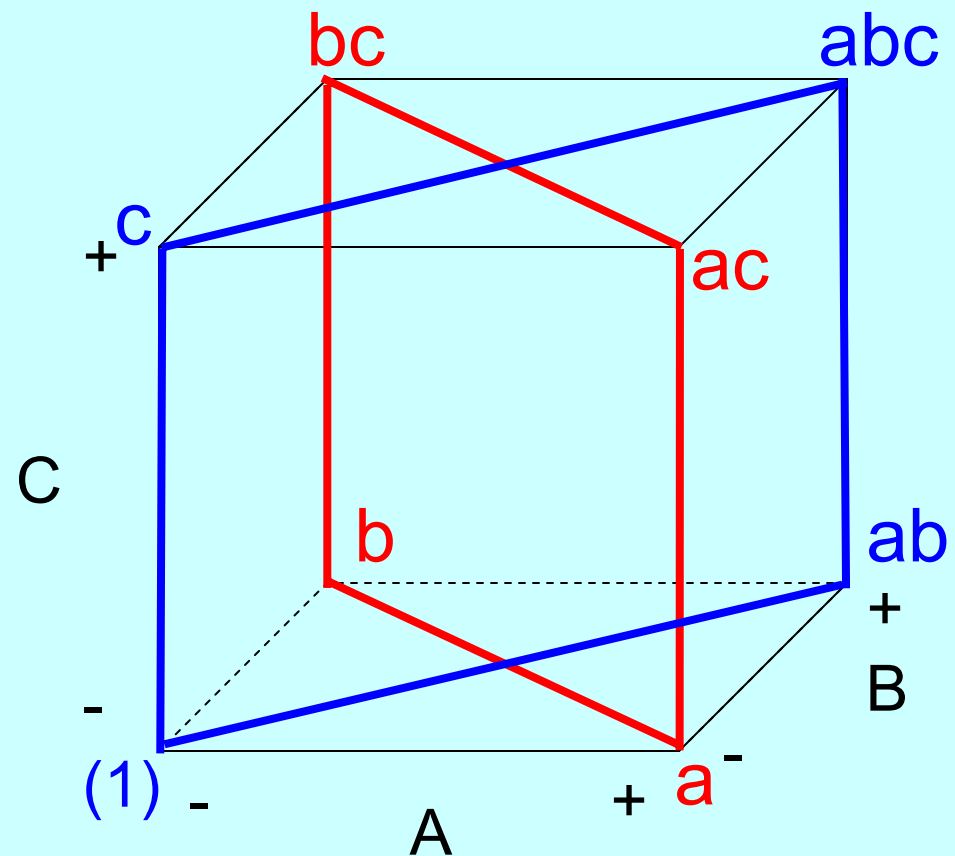
# Factorial Efficiency – Graphically (5)



DoE Tutorial

Effect AB

$$= (1/4n) * [\text{blue plane} \\ - \text{red plane}]$$





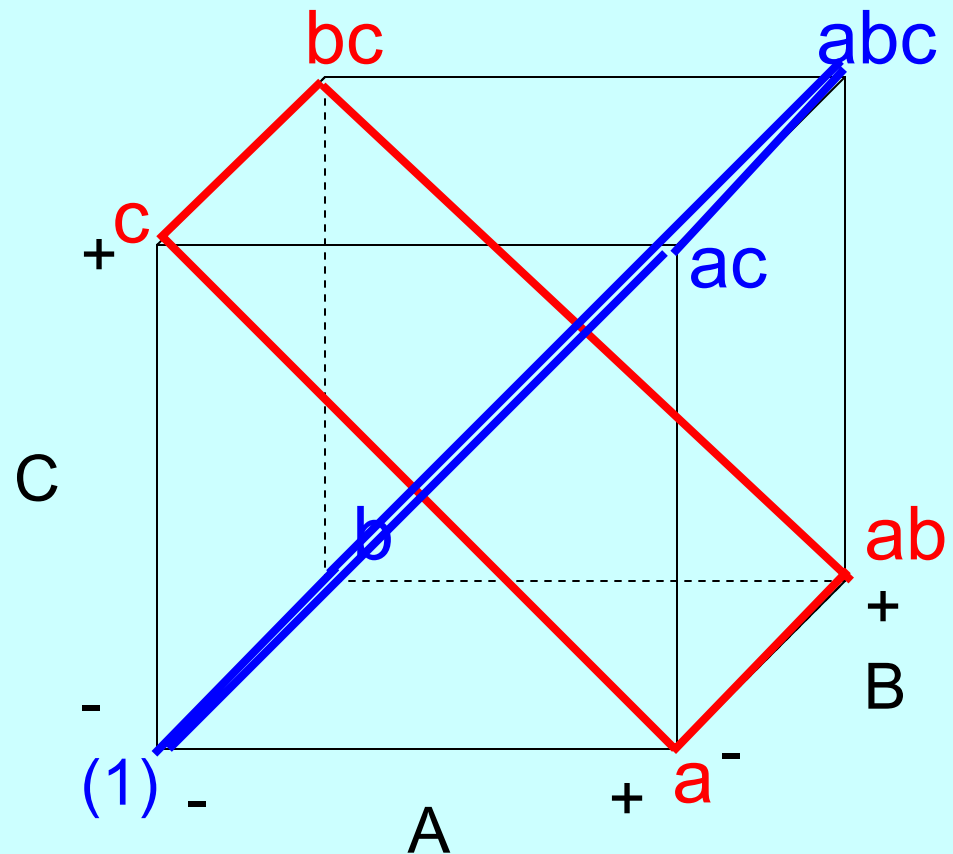
# Factorial Efficiency – Graphically (6)



DoE Tutorial

Effect AC

$$= (1/4n) * [\text{blue plane} \\ - \text{red plane}]$$





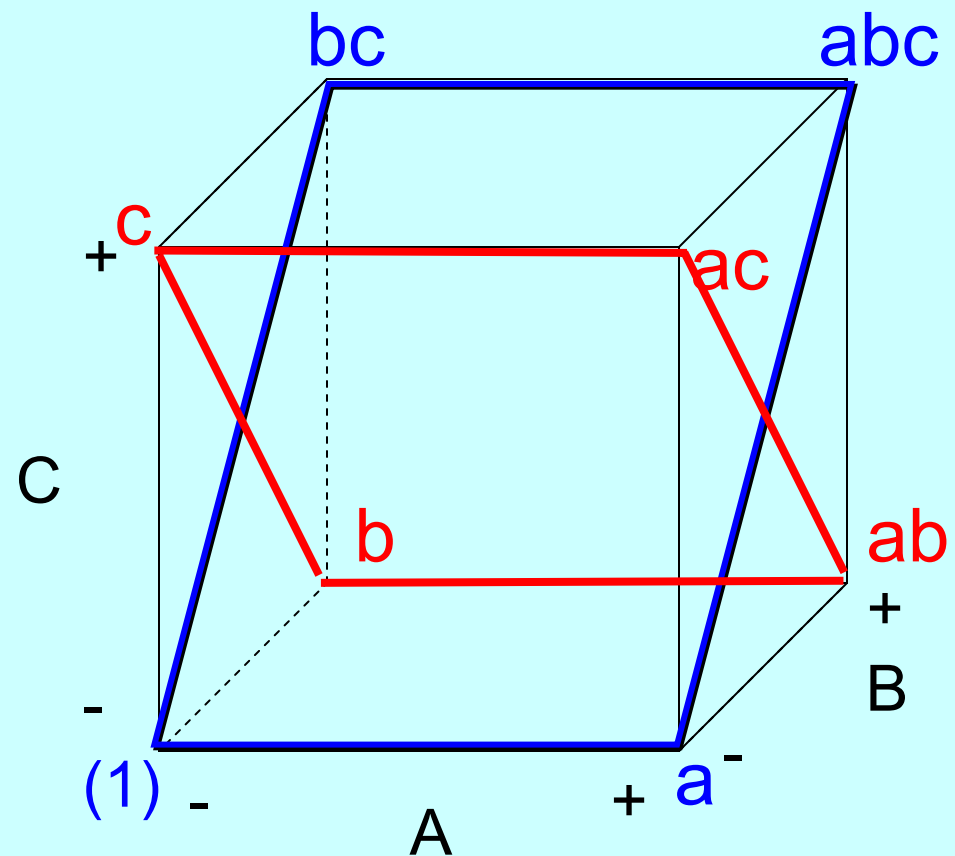
# Factorial Efficiency – Graphically (7)



DoE Tutorial

Effect BC

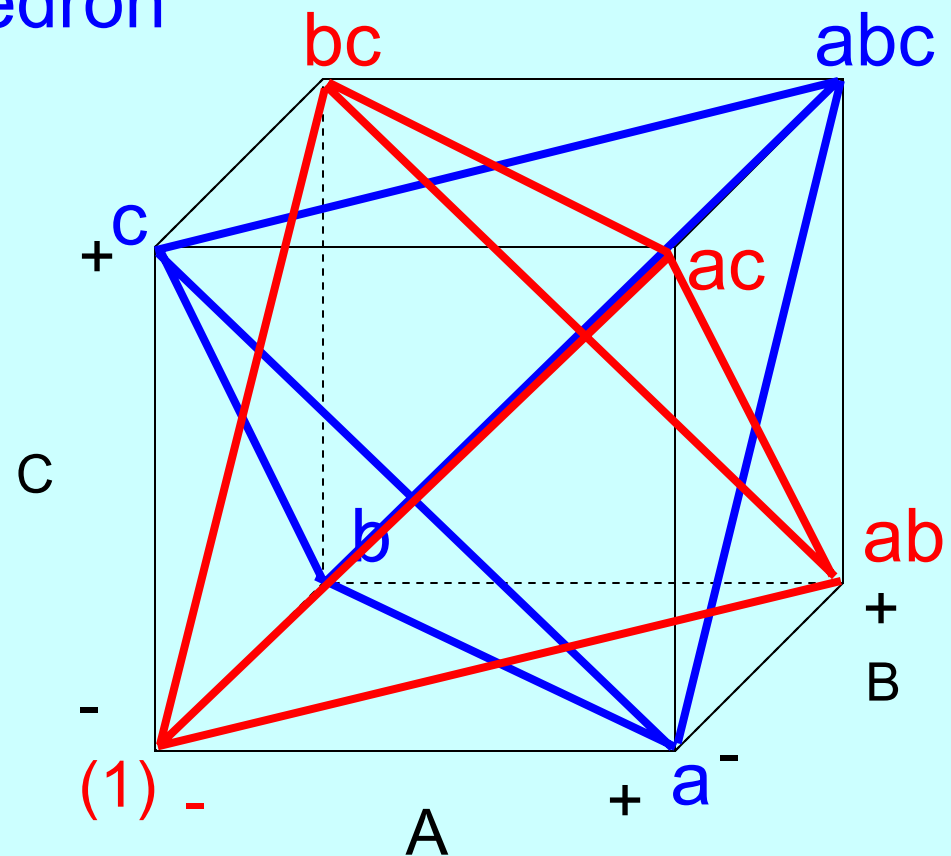
$$= (1/4n) * [\text{blue plane} \\ - \text{red plane}]$$





Effect ABC

$$= (1/4n) * [\text{blue tetrahedron} \\ - \text{red tetrahedron}]$$



- Standard ANOVA table

ANOVA for Selected Factorial Model					
Analysis of variance table [Partial sum of squares]					
Source	Sum of Squares	DF	Mean Square	F Value	Prob > F
Model	52202222.22	7	7457460.32	182.57	< 0.0001
A	16885313.28	1	16885313.28	413.38	< 0.0001
C	30040938.28	1	30040938.28	735.45	< 0.0001
E	51280.03	1	51280.03	1.26	0.2736
AC	15268.78	1	15268.78	0.37	0.5467
AE	2896222.78	1	2896222.78	70.90	< 0.0001
CE	533286.28	1	533286.28	13.06	0.0014
ACE	1779912.78	1	1779912.78	43.58	< 0.0001
Residual	980327.75	24	40846.99		
Cor Total	53182549.97	31			

Factors

Significance Level



## Factorial Statistics (2)



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### • Additional Statistics

Standard deviation  
of the main  
measure

Std. Dev.	202.1063818
Mean	8439.46875
C.V.	2.394776115
PRESS	1742804.889

Mean of the main  
measure

Coefficient  
of Variation

PRESS = Prediction Error Sum  
of Squares

- A measure of how well the model will “predict” new data
- Smaller is better but can only be used in a comparative sense

Measures the  
proportion of total  
variability explained  
by the model

R-Squared	0.98156674
Adj R-Squared	0.97619037
Pred R-Squared	0.96722976
Adeq Precision	42.0620068

- $R^2$  adjusted for the number of Factors
- If non-significant terms are “forced” into the model this can decrease

An estimate of the  
amount of variability  
in the new data that  
would be explained  
by the full model

- Measures the signal-to-noise ratio in the data
- An indicator if Response Surface Methods (RSM) are applicable
- Values >4 are good

- Final Model looks like a regression equation

MoM	=
8439.46875	
726.40625	* A
-968.90625	* C
40.03125	* E
-21.84375	* A * C
300.84375	* A * E
-129.09375	* C * E
235.84375	* A * C * E

- Tests of Significance

- Overall model response
- Individual coefficients

- Diagnostic tests

- Residuals
- Outliers
- Lack of Fit



# Fractional Factorial Designs (1)



- A way to reduce a huge full factorial to something manageable
  - Considerations
    - Required time, resources
    - Complexity of set-up for experiments
  - Major use is in screening experiments where the knowledge of basic effects is not well known
  - If  $2^k$  is very large, may need to run reduced experiment
- Justification
  - Sparsity of Effects – in general, even complex systems are usually driven by a few main effects and low-level interactions
  - Projection Property – fractional factorial designs can be “projected” into larger designs in the subset of significant factors
  - Sequential Experimentation – can combine runs of 2 or more fractional designs into larger designs



# Fractional Factorial Designs (2)



- **Issue:**

- Confounding of Effects (also called “aliasing”)  $\Rightarrow$  reduced experiments do *not* evaluate all levels of the factors and their interactions
- Some mixture of effects is “confounded” and not identifiable

- **Challenge:**

- To select the best combination of test elements that stands a reasonable chance of revealing the true effects
- Alias the (most likely) insignificant or unwanted factors

- **Symbology**

- $2^{k-p}$  designs



# Fractional Factorial Designs (3)



- Resolution  $\Rightarrow$  a measure of confounding

- Resolution III

- No main effect aliased with any other main effect
- Main effects are aliased with 2-factor interactions
- 2-factor interactions may be aliased with each other

$$2_{III}^{k-p}$$

- Resolution IV

- No main effect aliased with any other main effect
- No main effect aliased with 2-factor interactions
- 2-factor interactions may be aliased with each other

$$2_{IV}^{k-p}$$

- Resolution V

- No main effect aliased with any other main effect
- No main effect aliased with 2-factor interactions
- No 2-factor interactions may be aliased with each other
- 2-factor interactions are aliased with 3-factor interactions

$$2_V^{k-p}$$



# Resolution Trade-offs



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		Number of Factors													
Experiments		2	3	4	5	6	7	8	9	10	11	12	13	14	15
	4	Full	1/2 Fract.												
	8		Full	1/2 Fract.	1/4 Fract.	1/8 Fract.	1/16 Fract.								
	16			Full	1/2 Fract.	1/4 Fract.	1/8 Fract.	1/16 Fract.	1/32 Fract.	1/64 Fract.	1/128 Fract.	1/256 Fract.	1/512 Fract.	1/1024 Fract.	1/2048 Fract.
	32				Full	1/2 Fract.	1/4 Fract.	1/8 Fract.	1/16 Fract.	1/32 Fract.	1/64 Fract.	1/128 Fract.	1/256 Fract.	1/512 Fract.	1/1024 Fract.
	64					Full	1/2 Fract.	1/4 Fract.	1/8 Fract.	1/16 Fract.	1/32 Fract.	1/64 Fract.	1/128 Fract.	1/256 Fract.	1/512 Fract.
	128						Full	1/2 Fract.	1/4 Fract.	1/8 Fract.	1/16 Fract.	1/32 Fract.	1/64 Fract.	1/128 Fract.	1/256 Fract.
	256							Full	1/2 Fract.	1/4 Fract.	1/8 Fract.	1/16 Fract.	1/32 Fract.	1/64 Fract.	1/128 Fract.

- Green = Resolution V
- Yellow = Resolution IV
- Red = Resolution III





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# Half Replicate/Folding



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STD	RUN	A	B	C	D	E
1	7	-1	-1	-1	-1	1
2	4	1	-1	-1	-1	-1
3	6	-1	1	-1	-1	-1
4	10	1	1	-1	-1	1
5	3	-1	-1	1	-1	-1
6	14	1	-1	1	-1	1
7	5	-1	1	1	-1	1
8	1	1	1	1	-1	-1
9	8	-1	-1	-1	1	-1
10	2	1	-1	-1	1	1
11	11	-1	1	-1	1	1
12	15	1	1	-1	1	-1
13	9	-1	-1	1	1	1
14	13	1	-1	1	1	-1
15	12	-1	1	1	1	-1
16	16	1	1	1	1	1

- Three levels for k-factors ( $3^k$ ) designs
- Fractional 3-level designs ( $3^{k-p}$ )
- Adding Center runs to
  - Get estimates of process variability
  - Gain familiarity with the process
  - Identify system performance limits
- Mixture Designs – where one or more factors are constrained to add to something
  - Usually have constraints like:  $x_1 + x_2 + x_3 + \dots + x_p = 1$
  - Example: A mixture of contributing probabilities
- Nested and Split-Plot designs for experiments with random factors

- **Irregular Fraction**

- Usually a Resolution V design for 4 to 9 factors where each factor is varied over only 2 levels
- Two-factor interactions aliased with three-factor and higher
- Excellent to reduce number of runs and still get clean results

- **General Factorial**

- For 1 to 12 factors where each factor may have a different number of levels
- All factors treated as categorical

- **D-Optimal**

- A special design for categorical factors based on a analyst-specified model
- Design will be a subset of the possible combinations
- Generated to minimize the error associated with the model coefficients

- **Plackett-Burman**

- Specialized design for 2 to 31 factors where each factor is varied over only 2 levels
- Use only if you can reasonably assume NO two-factor interactions; otherwise, use fractional factorial designs

- **Taguchi OA**

- Saturated orthogonal arrays – all main effects and NO interactions
- Special attention must be paid to the alias structure for proper interpretation at both the design phase (prior to runs) and during final analysis



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# Design of Experiments





Practical Examples

- Design the experiment
- Evaluate the design
  - Model specification
  - Power calculations ( $1-\beta$ )
  - Graphical examination of the standard error of the design
- Conduct the experiment and collect data
- Analyze the results
  - Examine data for transformation suggestions
  - Compute the effects
  - Perform ANOVA
  - **Critical!!! – ALWAYS check the diagnostics**
  - Examine graphical findings
  - Finalize the analysis

- Diagnostic steps are the most often omitted – to the analyst's potential embarrassment
- Which of these ANOVA tables are to be believed?

	Term	DF	Sum of Squares	Mean Square	F Value	Prob > F	% Contribution
	Intercept						
	A	4	75.69	18.92	2.75	0.0647	40.76
	Lack Of Fit	16	110.03	6.88			59.24
	Pure Error	0	0.000				0.000
	Residuals	16	110.03	6.88			

A

	Term	DF	Sum of Squares	Mean Square	F Value	Prob > F	% Contribution
	Intercept						
	A	4	11.68	2.92	25.73	< 0.0001	87.28
	Lack Of Fit	15	1.70	0.11			12.72
	Pure Error	0	0.000				0.000
	Residuals	15	1.70	0.11			

B



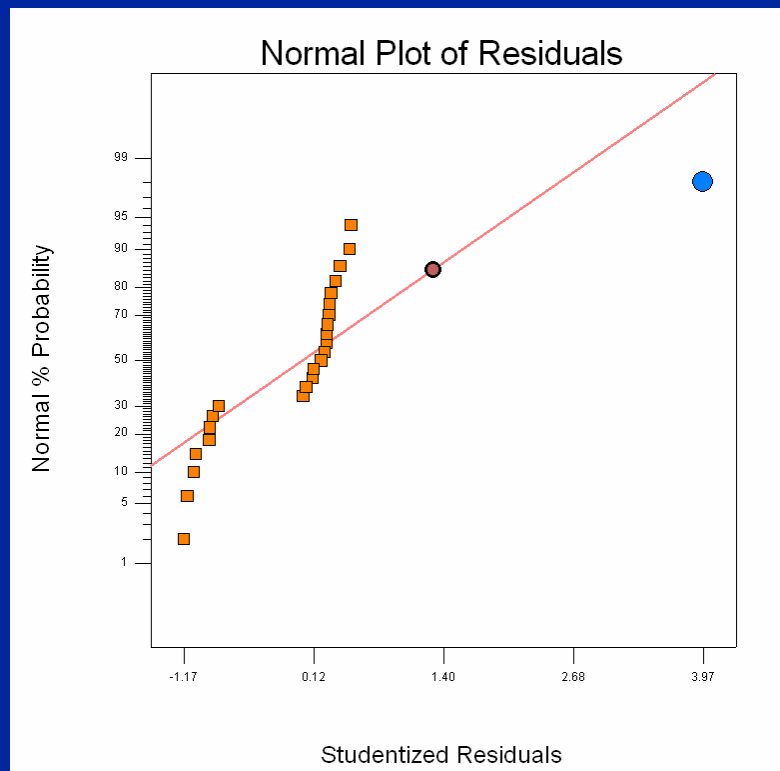
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# Normality Check

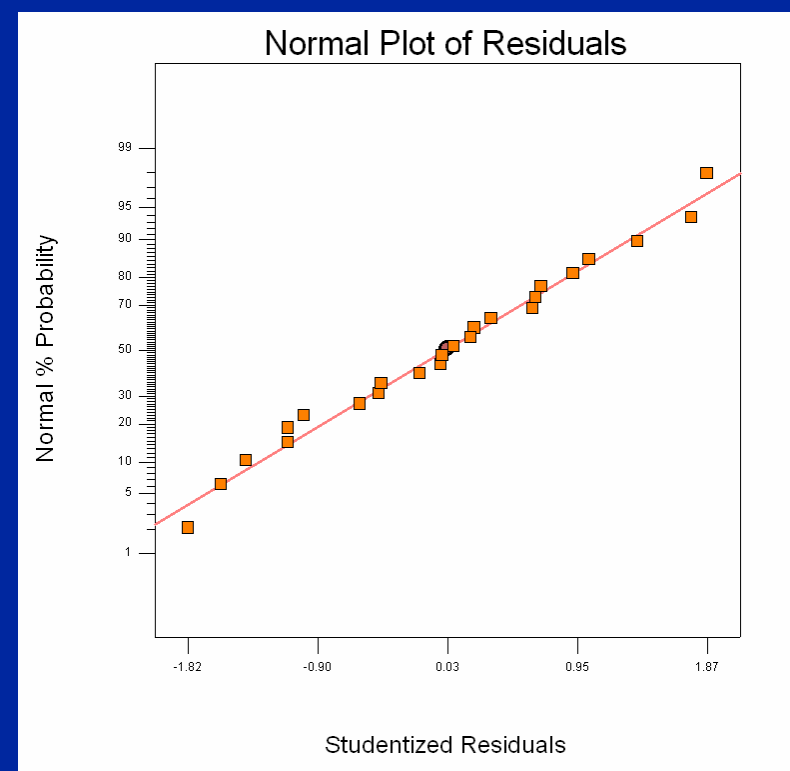


*DoE Tutorial*

## A



## B







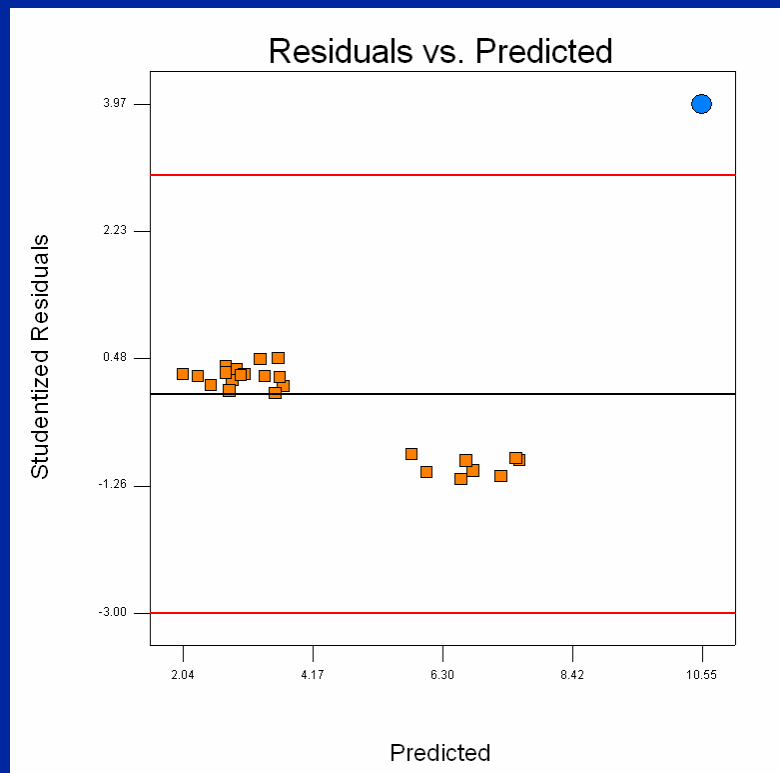
Lockheed Martin  
Center for Innovation

# Residuals Check

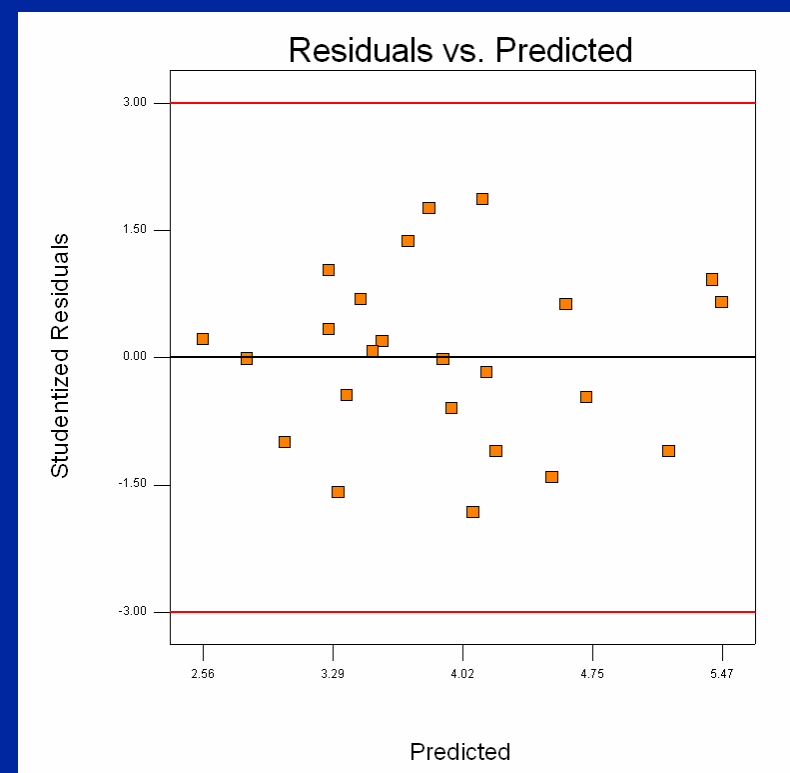


*DoE Tutorial*

## A



## B





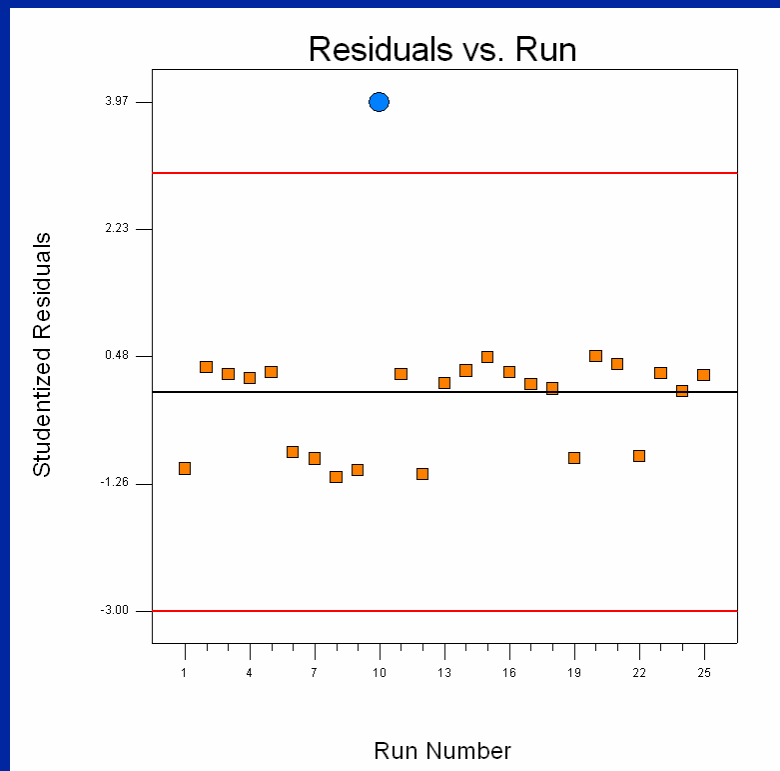
Lockheed Martin  
Center for Innovation

# Residuals vs. Run

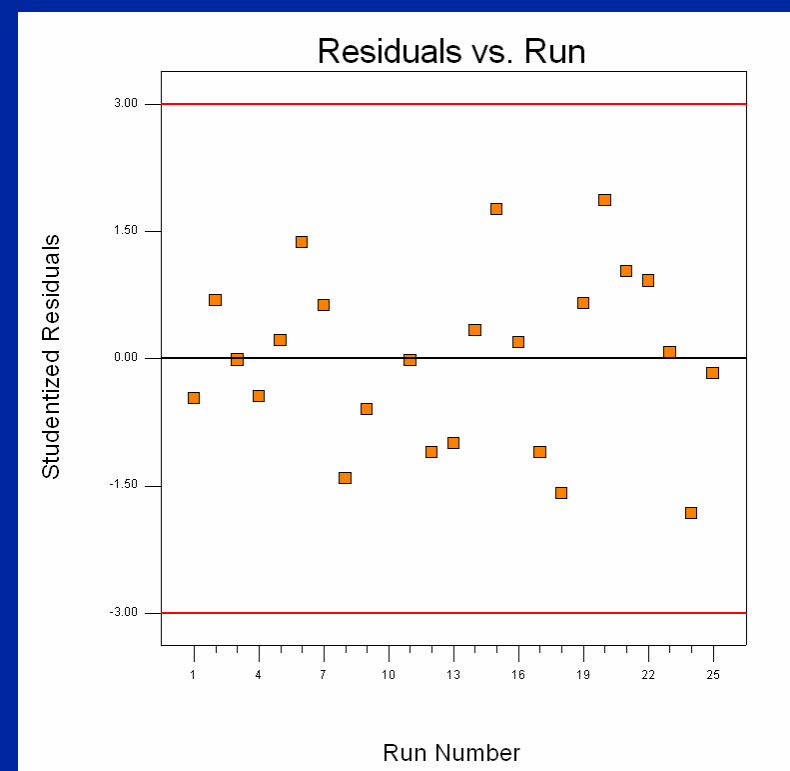


*DoE Tutorial*

## A



## B





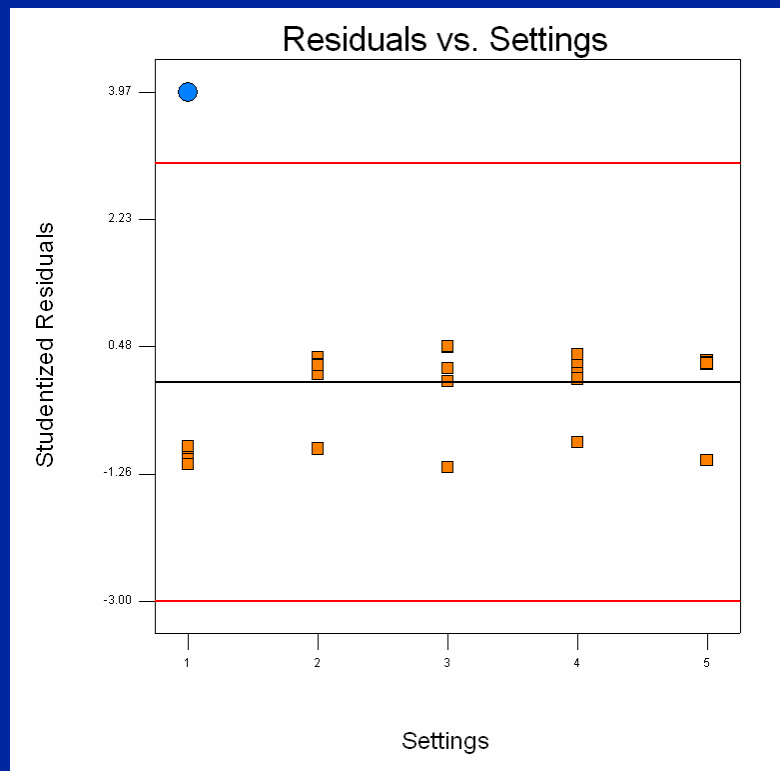
Lockheed Martin  
Center for Innovation

# Residuals vs. Settings

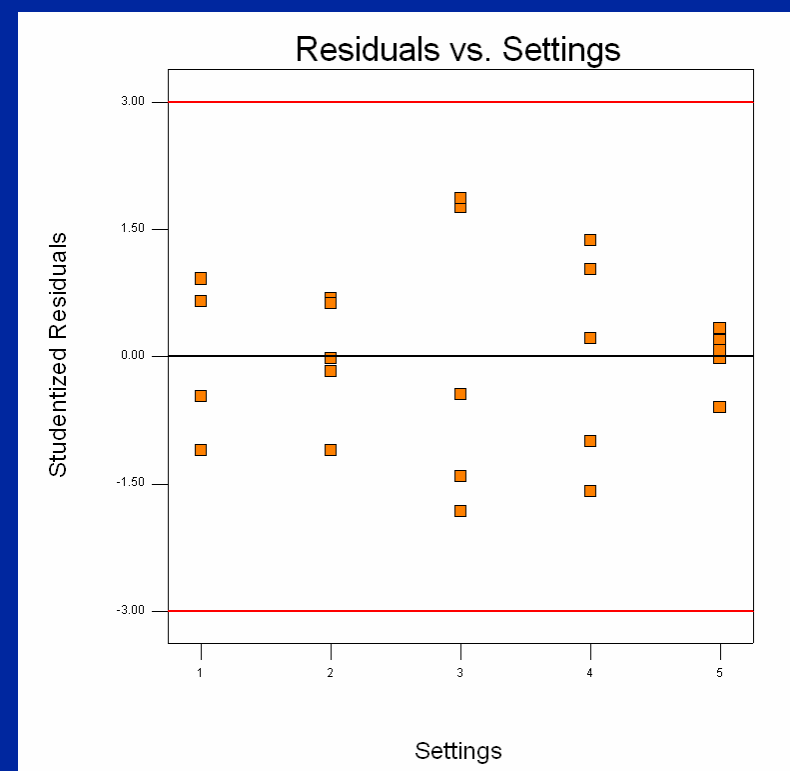


*DoE Tutorial*

## A



## B





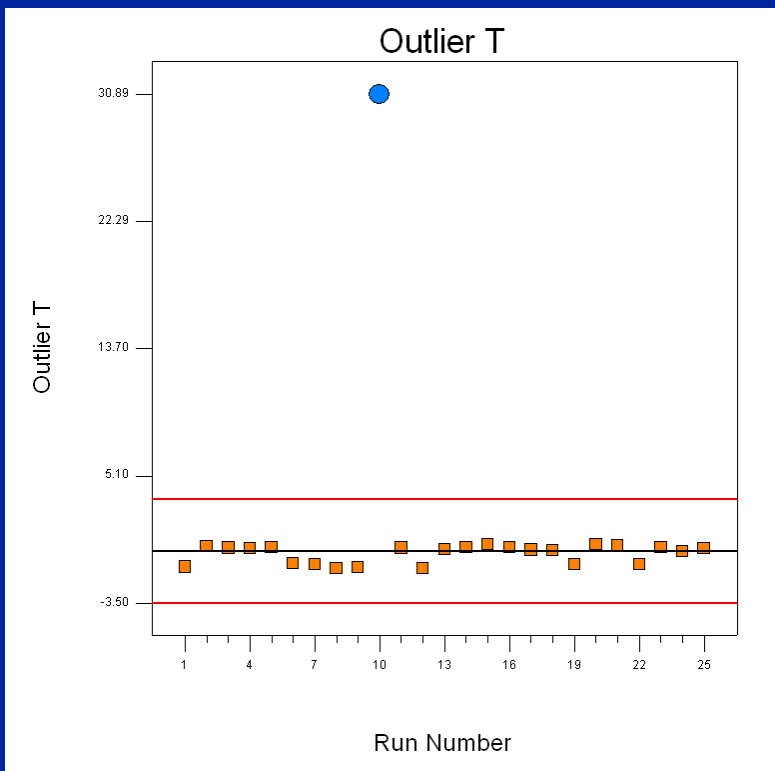
Lockheed Martin  
Center for Innovation

# Outlier T Check

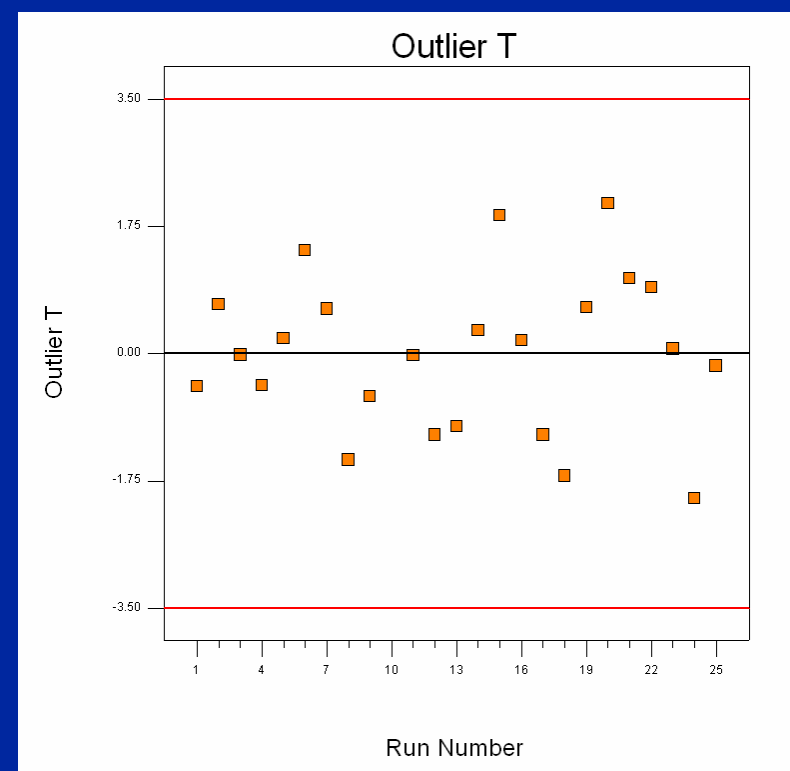


*DoE Tutorial*

## A



## B





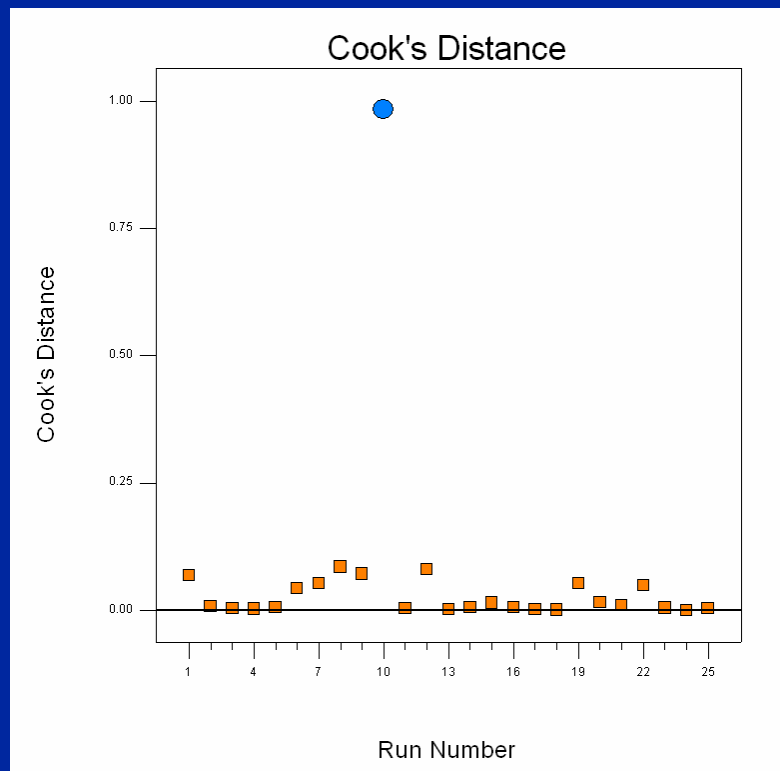
Lockheed Martin  
Center for Innovation

# Cook's Distance

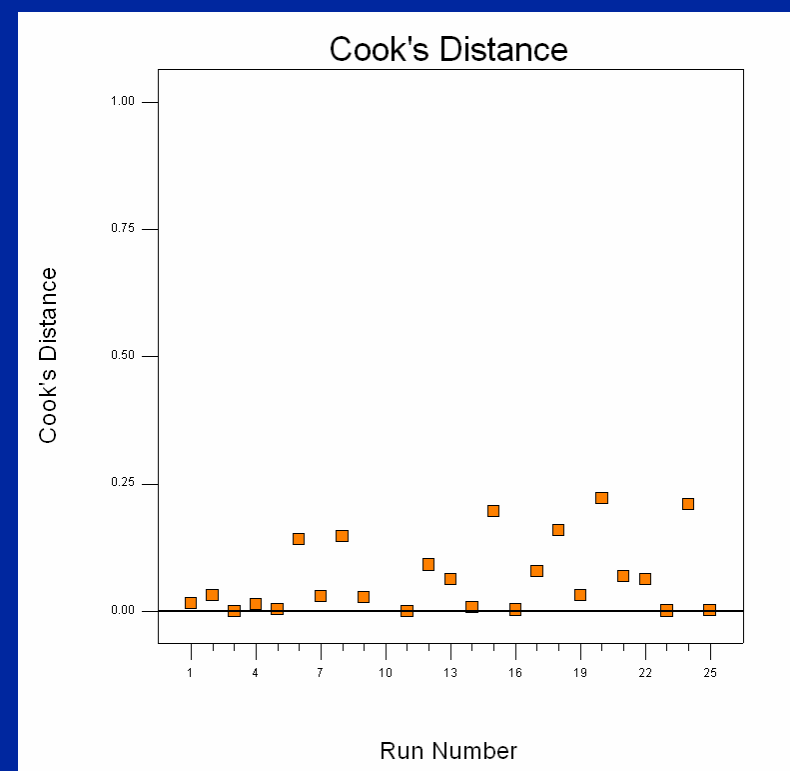


*DoE Tutorial*

## A



## B

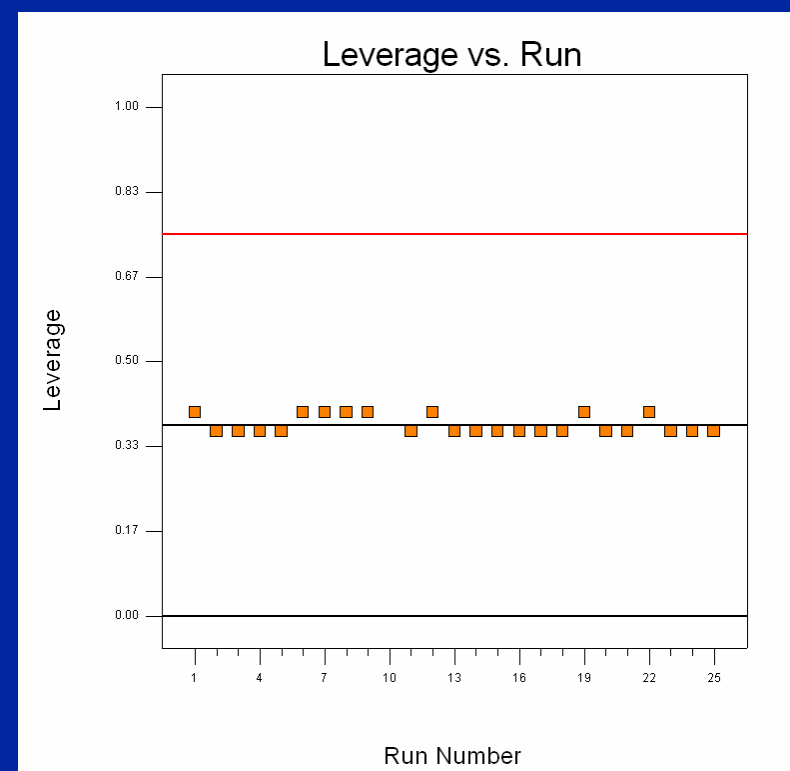
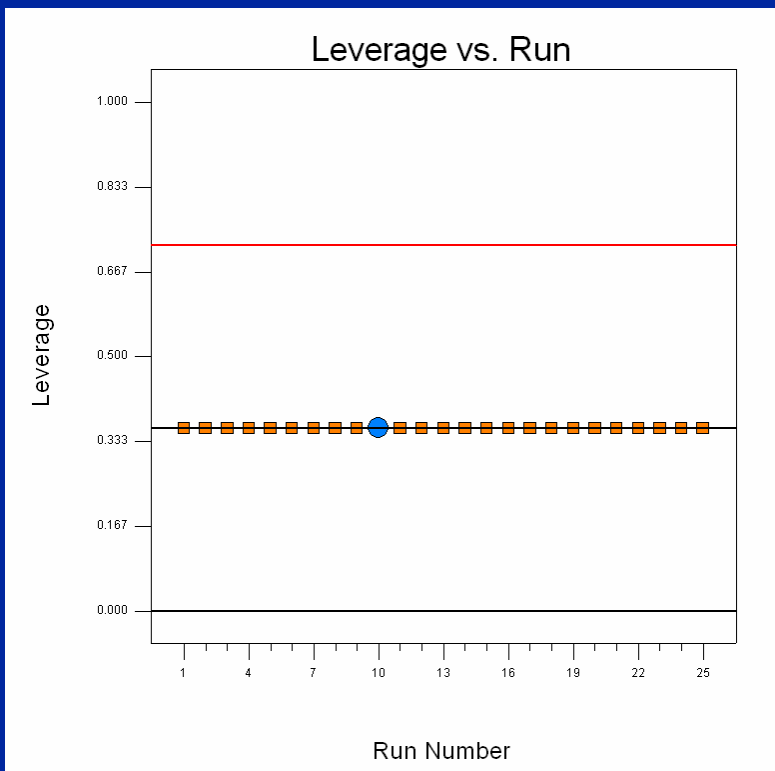


# Leverage

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A

B

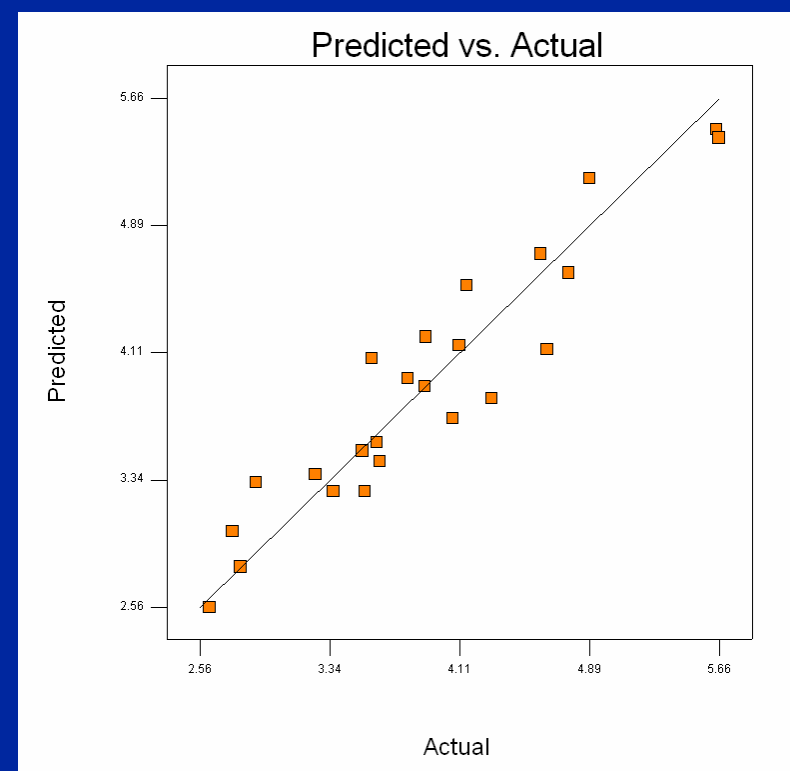
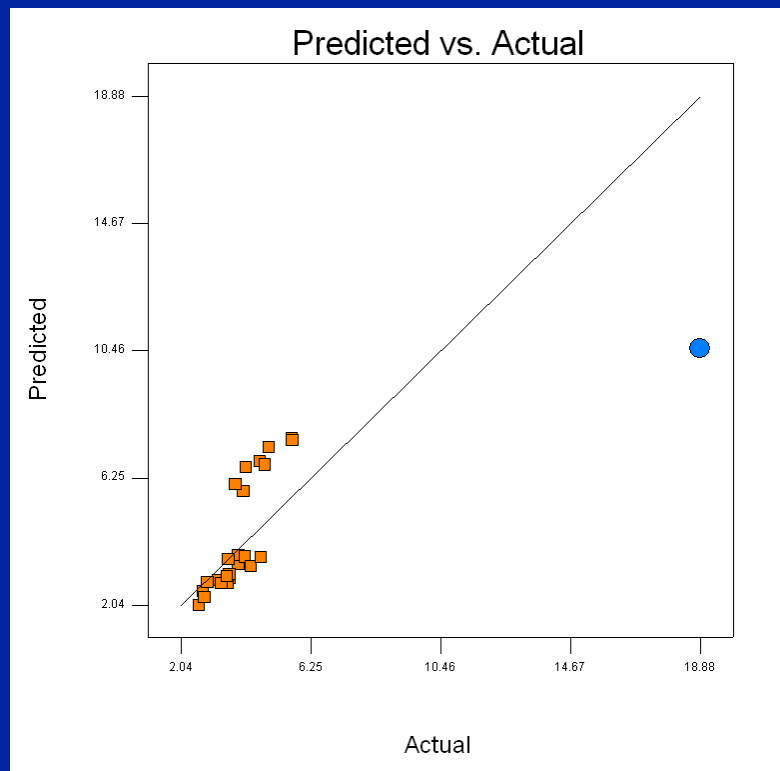


# Predicted vs. Actual

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**A**

**B**





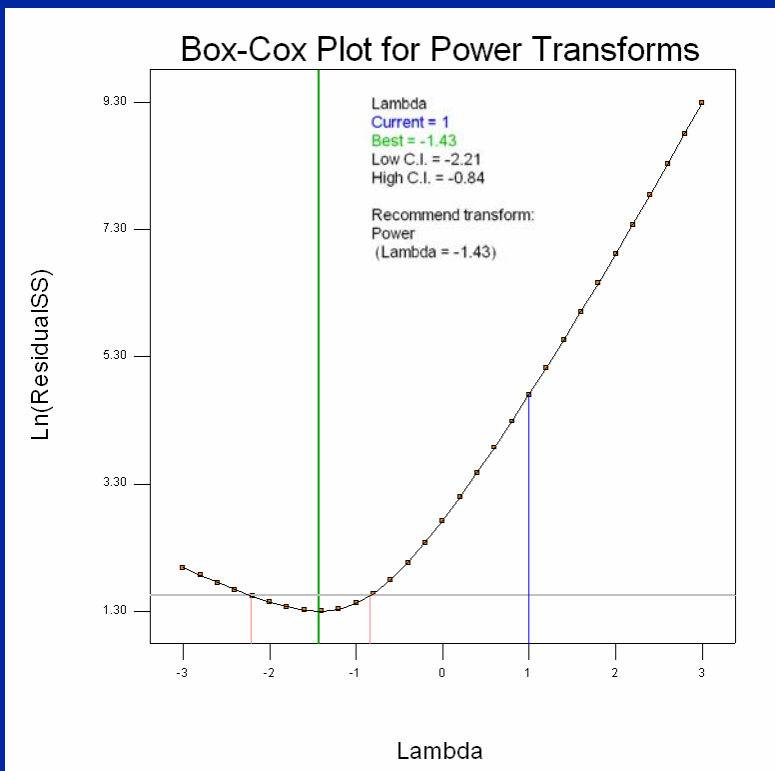
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Center for Innovation

# Power Transform Recommendation

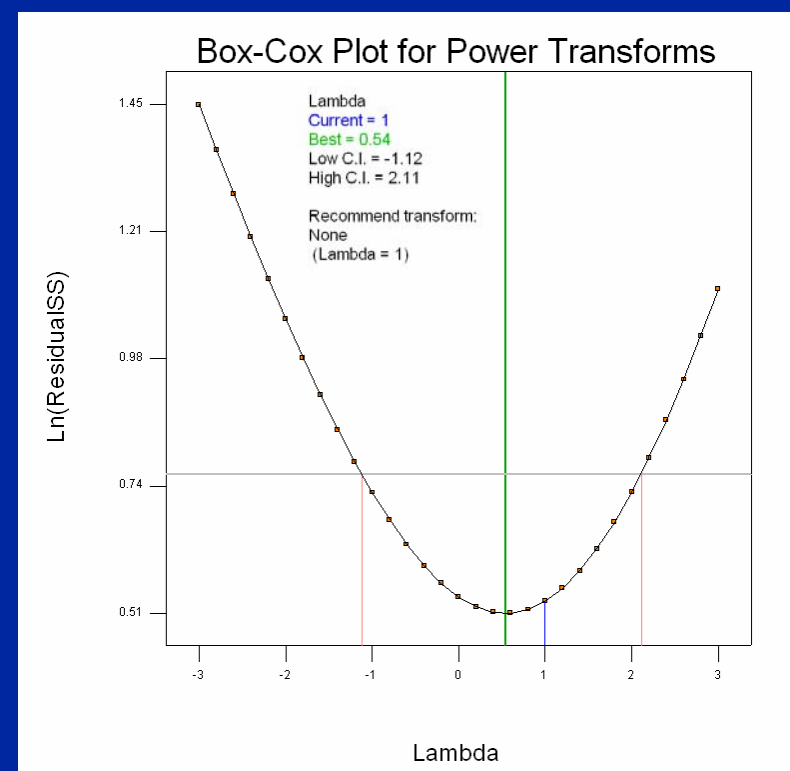


DoE Tutorial

## A



## B







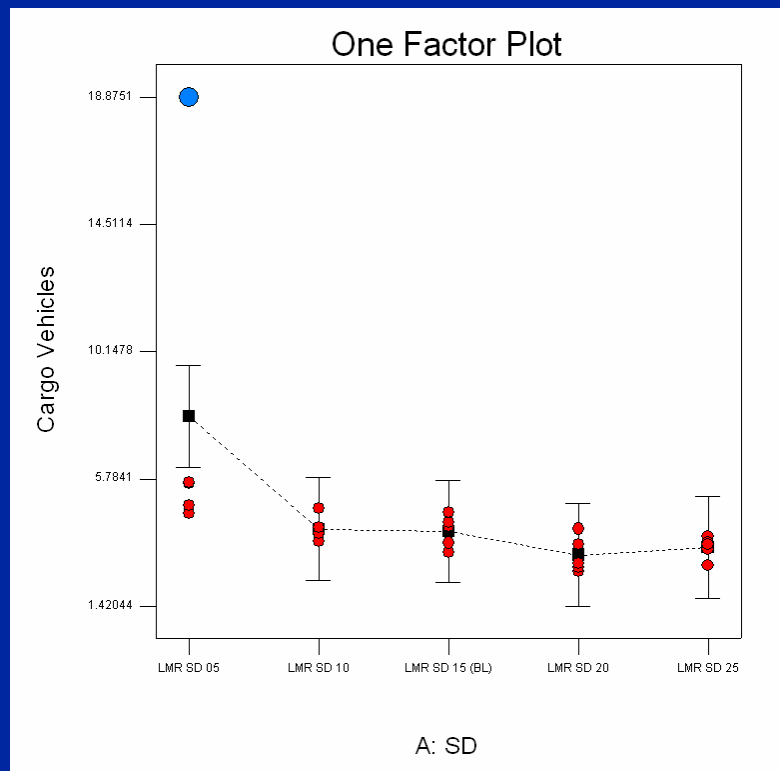
Lockheed Martin  
Center for Innovation

# Single Factor Plot

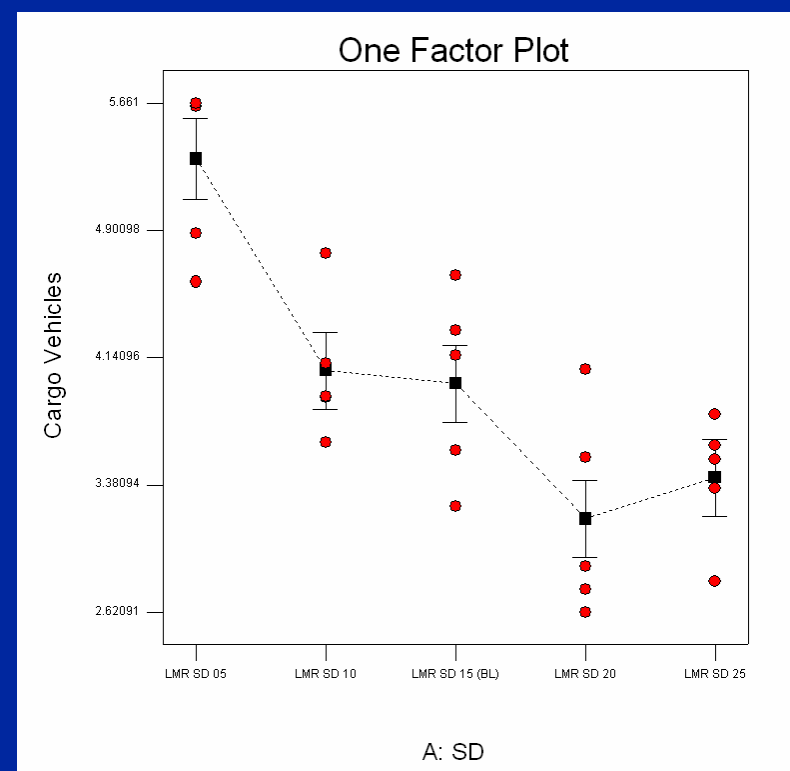


DoE Tutorial

## A



## B





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# Remember!!



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## ALWAYS perform the diagnostic tests!



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# Measuring the Effect of C3I on Combat: Methodology and Results

An Example of the Application of Design of  
Experiments Concepts and Techniques

- Evaluate the impact of the representations of C3I on combat outcomes in a campaign-level force-on-force model.
  - Perform sensitivity analyses across all areas of C3I, utilizing the existing test scenario.
  - Determine which C3I-related input data have the most impact on combat outcomes.



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# Approach



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- Select specific C3I functions to be examined.
- Design the Experiment.
- Prepare model software and scenario.
- Execute model runs.
- Analyze the output and report findings.

The following items are not part of the study as they are either not controllable from a military sense or they represent different tactics or behaviors, which are not of interest for this study:

- Weather
- Intelligence Ratings
- Force Structure
- ISR Collection Plans



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# Experimental Design



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- Bundled multiple factors into 3 categories to describe C3I functionality in terms of:
  - Timeliness
  - Quantity
  - Quality



- Each candidate factor could influence combat outcome either:
  - By itself,
  - In concert with another factor,
  - In opposition to another factor.
- Previous research in this area has shown serious non-linear effects.



- Three-factor design with interaction and non-linear terms.

$$CO = \left( \begin{aligned} & \boxed{\beta_0} + \boxed{\beta_1 T + \beta_2 Q_T + \beta_3 Q_L} + \\ & \quad + \boxed{\beta_{11} T^2 + \beta_{22} Q_T^2 + \beta_{33} Q_L^2} \\ & + \boxed{\beta_{12} T Q_T + \beta_{13} T Q_L + \beta_{23} Q_T Q_L + \beta_{123} T Q_T Q_L} + \boxed{\varepsilon} \end{aligned} \right)$$

where:

CO = Combat Outcome

T = Timeliness

$Q_T$  = Quantity

$Q_L$  = Quality

$\beta_i$  = an unknown value to be estimated

$\varepsilon$  = the error term

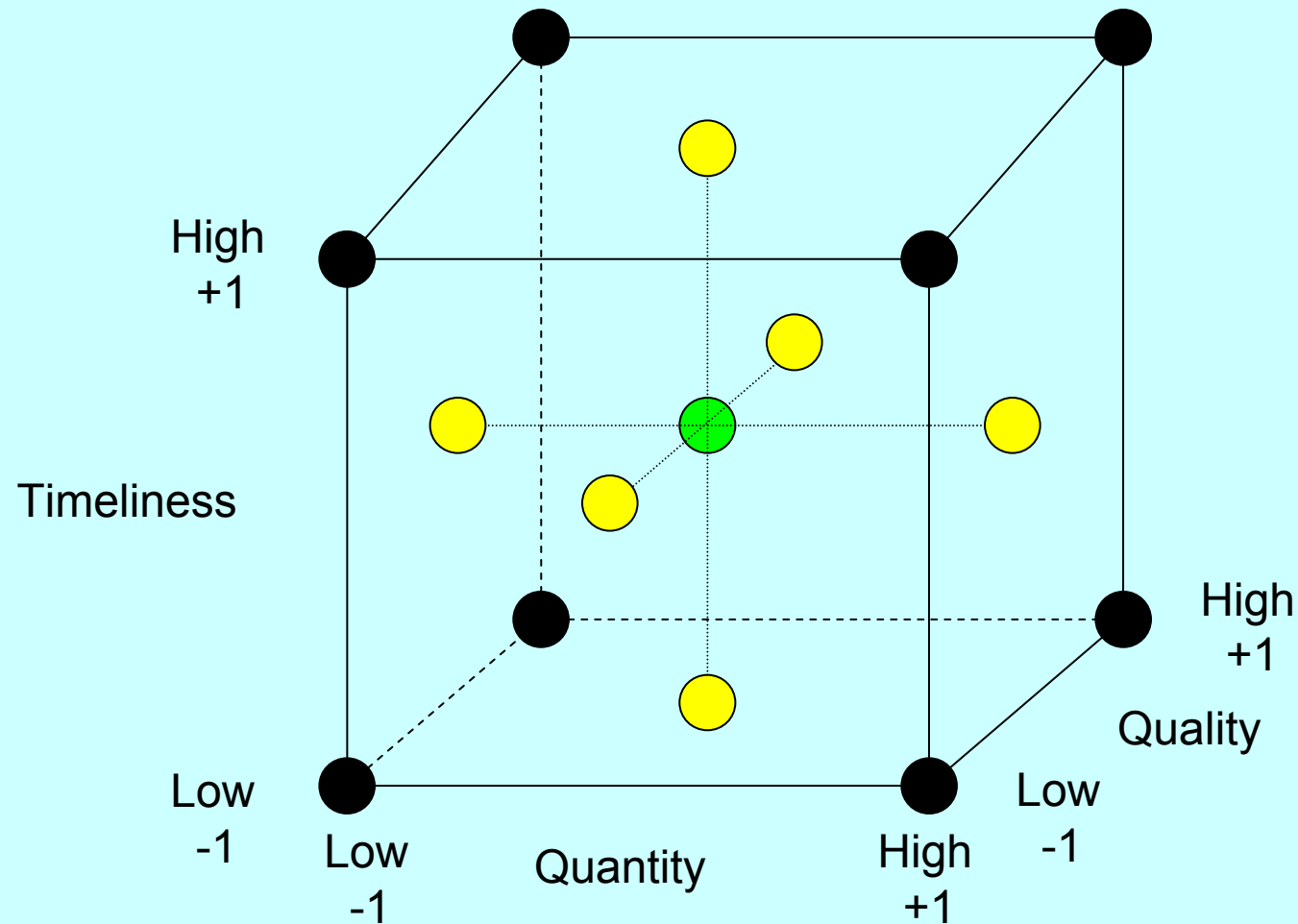


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# Measurement Points



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Face-Centered Central Composite Design

- The FC-CCD yields the following design matrix:

$$CO = \begin{bmatrix} \underbrace{\begin{matrix} -1 & +1 & -1 & +1 & -1 & +1 & -1 & +1 \\ -1 & -1 & +1 & +1 & -1 & -1 & +1 & +1 \\ -1 & -1 & -1 & -1 & +1 & +1 & +1 & +1 \end{matrix}}_{\text{Corner Points}} & \underbrace{\begin{matrix} 0 & 0 & 0 & 0 & -1 & +1 \\ 0 & 0 & -1 & +1 & 0 & 0 \\ -1 & +1 & 0 & 0 & 0 & 0 \end{matrix}}_{\text{Face Points}} & \underbrace{\begin{matrix} 0 \\ 0 \\ 0 \end{matrix}}_{\text{CENTER}} \end{bmatrix}^T$$

- Each parameter was chosen so that 3 settings were possible to match the FC-CCD requirements:
  - High (meaning improved or enhanced performance)
  - Center (baseline)
  - Low (meaning reduced or degraded performance)



# Timeliness (T) Settings



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Parameters	Low (-1)	Center (0)	High (+1)
Reporter Delay Time (RDT)	8	4	0
Presented Communications Load (PCL)	$1.25 \cdot \text{PCL}_{\text{Base}}$	$\text{PCL}_{\text{Base}}$	$0.75 \cdot \text{PCL}_{\text{Base}}$
Maximum Communications Network Capacity (MCNC)	$0.75 \cdot \text{MCNC}_{\text{Base}}$	$\text{MCNC}_{\text{Base}}$	$1.25 \cdot \text{MCNC}_{\text{Base}}$



# Quantity ( $Q_T$ ) Settings



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Parameters	Low (-1)	Center (0)	High (+1)
IMINT Probability of Detection ( $P_{d-IMINT}$ )	0.4	0.7	1.0
Sensor Footprint (SFP)	$0.707 * SFP_{Base}$	$SFP_{Base}$	$1.414 * SFP_{Base}$
COMINT Sensor Search Rate (CSSR)	$0.5 * CSSR_{Base}$	$CSSR_{Base}$	$2 * CSSR_{Base}$



# Quality ( $Q_L$ ) Settings



*DoE Tutorial*

Parameters	Low (-1)	Center (0)	High (+1)
Probability of Correct Classification for MTI sensors ( $P_{CC-MTI}$ )	0.75 : 0.25	0.5 : 0.5	0.25 : 0.75
Quality Probability for explicit IMINT search ( $P_{Q-IMINT}$ )	$P_{\text{Degrade-Q-IMINT}}$	$P_{Q-IMINT}$	$P_{\text{Upgrade-Q-IMINT}}$
Association Threshold (AT)	$0.5 \cdot AT_{\text{Base}}$	$AT_{\text{Base}}$	$2 \cdot AT_{\text{Base}}$

- Quality Classification Probability is actually a distribution, not a single value, where  $\sum p_i = 1$

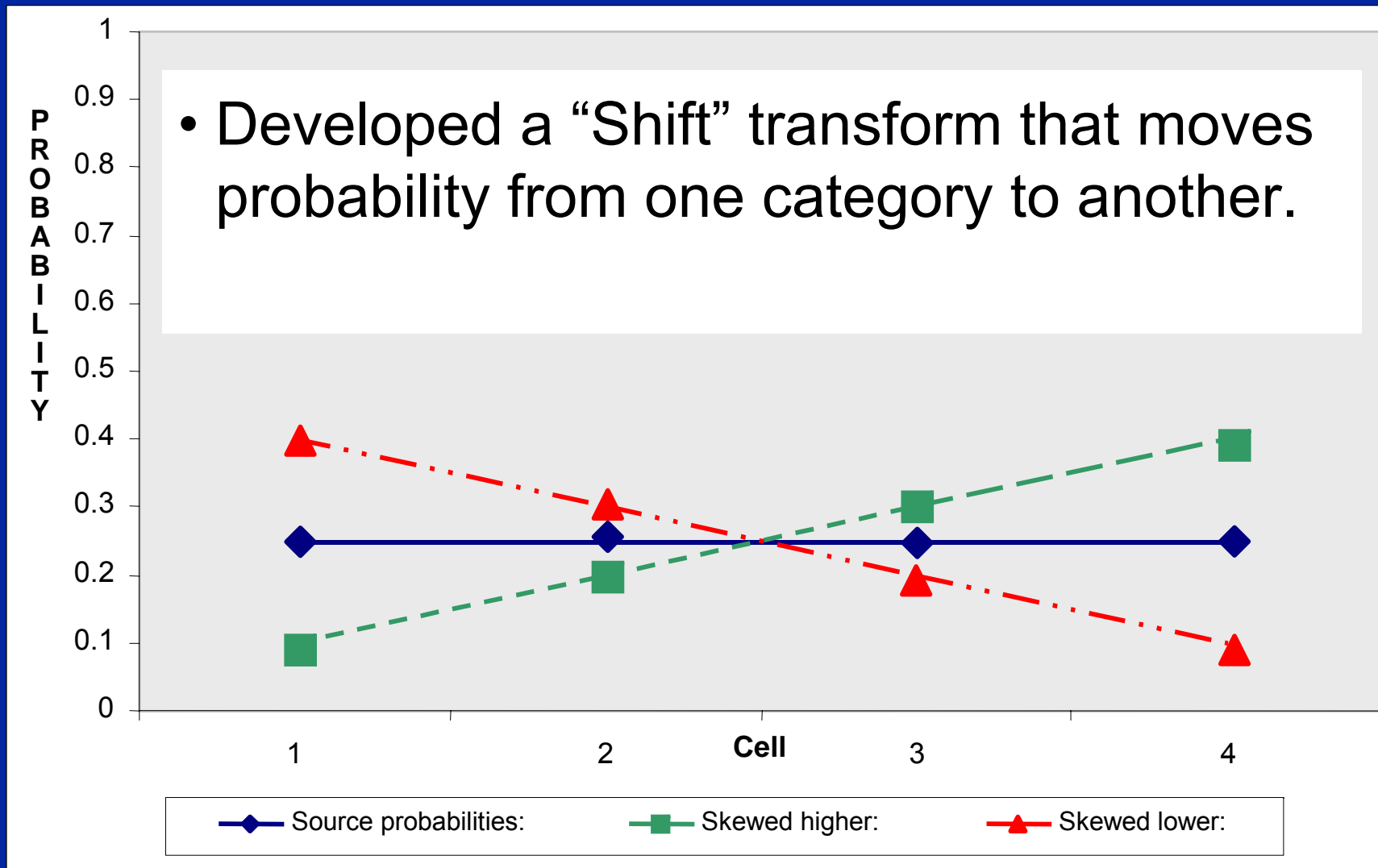
Quality Level	1	2	3	N
Probability	$p_1$	$p_2$	$p_3$	$p_N$





## Probability Transforms (2)

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# Combat Outcome Measures



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Combat Outcome	Sources
$R_{K-All}$	Direct Fire KVSB* Indirect Fire KVSB Air-to-Ground KVSB
$R_{K-DF}$	Direct Fire KVSB
$R_{K-IF}$	Indirect Fire KVSB
$R_{K-A2G}$	Air-to-Ground KVSB

\*KVSB = Killer-Victim Scoreboard



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# Run Results Summary



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Response	Name	Observations	Minimum	Maximum
Y1	DF Kills - Red	150	166.696716	543.007375
Y2	IF Kills - Red	150	38.507262	317.413308
Y3	A2G Kills - Red	150	639.270296	1986.671009
Y4	Total Kills - Red	150	1039.098472	2422.615195

DF = Direct Fire

IF = Indirect Fire

A2G = Air-to-Ground



# ANOVA – Total Kills



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Source	Sum of Squares	DF	Mean Square	F Value	Prob > F	$\alpha = 0.05$
Model	6,024,287.18	9	669,365.24	20.2233	< 0.0001	*
T	3,235,042.05	1	3,235,042.05	97.739	< 0.0001	*
Q <sub>T</sub>	659,344.82	1	659,344.82	19.9205	< 0.0001	*
Q <sub>L</sub>	794,562.33	1	794,562.33	24.0058	< 0.0001	*
T <sup>2</sup>	212,422.81	1	212,422.81	6.4178	0.0124	*
Q <sub>T</sub> <sup>2</sup>	558,906.79	1	558,906.79	16.886	< 0.0001	*
Q <sub>L</sub> <sup>2</sup>	356,637.37	1	356,637.37	10.7749	0.0013	*
TQ <sub>T</sub>	17,652.64	1	17,652.64	0.5333	0.4664	
TQ <sub>L</sub>	47,410.91	1	47,410.91	1.4324	0.2334	
Q <sub>T</sub> Q <sub>L</sub>	199,200.94	1	199,200.94	6.0184	0.0154	*
Residual	4,633,827.61	140	33,098.77			
Lack of Fit	660,829.65	5	132,165.93	4.4909	0.0008	*
Pure Error	3,972,997.96	135	29,429.61			
Cor Total	10,658,114.79	149				



# Fitted Model – Total Kills



$$CO = \left( \begin{aligned} &1595.89 + 179.86T + 81.20Q_T + 89.14Q_L + \\ &\quad + 90.89T^2 + 147.43Q_T^2 - 117.77Q_L^2 \\ &\quad - 14.85TQ_T - 24.34TQ_L - 49.90Q_TQ_L \end{aligned} \right)$$

- Evaluate the formal design by examining the following parameters:
  - Calculate power of the tests
  - Perturbation plots
  - Contour plots
  - Standard error graphs



# Power of the Design



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Term	StdErr**	Power at 5% alpha level for effect of:		
		1/2 Std. Dev.	1 Std. Dev.	2 Std. Dev.
T	0.1	69.90%	99.90%	99.90%
Q <sub>T</sub>	0.1	69.90%	99.90%	99.90%
Q <sub>L</sub>	0.1	69.90%	99.90%	99.90%
T <sup>2</sup>	0.1972027	71.20%	99.90%	99.90%
Q <sub>T</sub> <sup>2</sup>	0.1972027	71.20%	99.90%	99.90%
Q <sub>L</sub> <sup>2</sup>	0.1972027	71.20%	99.90%	99.90%
TQ <sub>T</sub>	0.1118034	60.30%	99.30%	99.90%
TQ <sub>L</sub>	0.1118034	60.30%	99.30%	99.90%
Q <sub>T</sub> Q <sub>L</sub>	0.1118034	60.30%	99.30%	99.90%

\*\*Basis Std. Dev. = 1.0

## ➤ Plot of Standard Error of Design

- Shows error of the estimates increases at the edge of the design space
- All factors overlap: they have the same standard error
- Conclusions based on extreme values may be subject to major qualification

DESIGN-EXPERT Plot

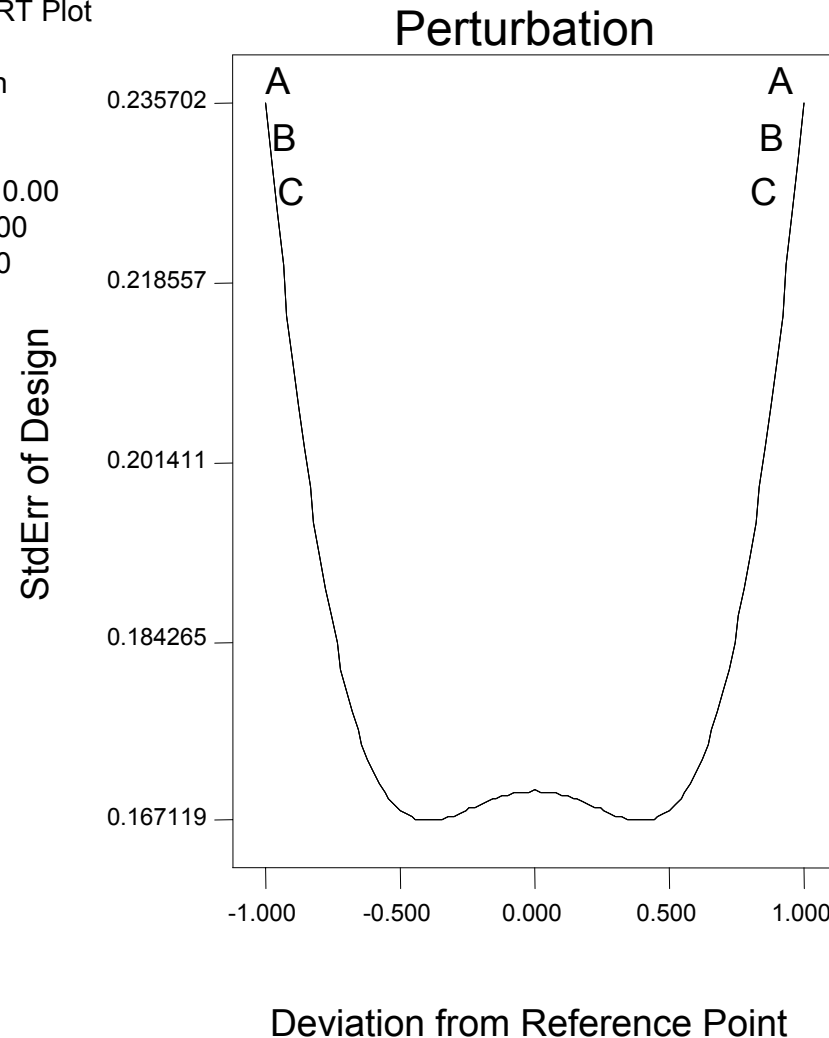
StdErr of Design

Actual Factors

A: Timeliness = 0.00

B: Quantity = 0.00

C: Quality = 0.00





# Contour Plot

*DoE Tutorial*

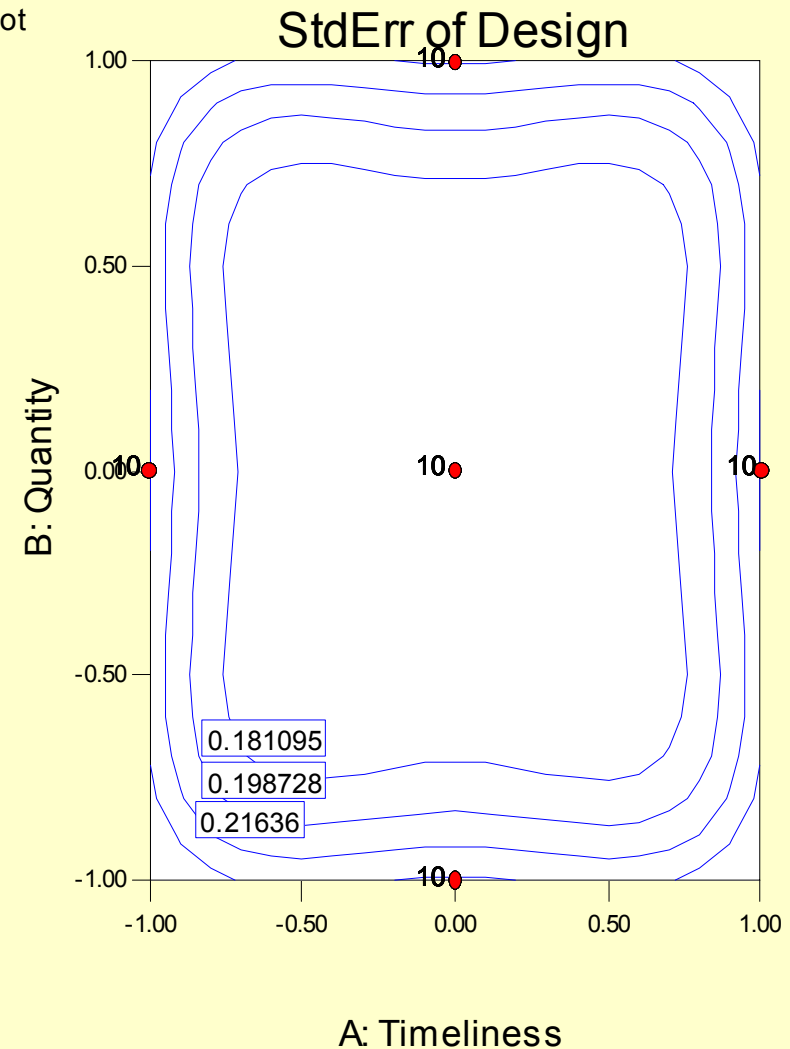
- Plot of Standard Error of Design
  - 2-Factor view for a constant setting of the 3<sup>rd</sup> factor
  - Tight contours indicate steepness of response
  - More difficult to read than a 3-D plot

DESIGN-EXPERT Plot

StdErr of Design  
● Design Points

X = A: Timeliness  
Y = B: Quantity

Actual Factor  
C: Quality = 0.00





## 3-D Standard Error Plot



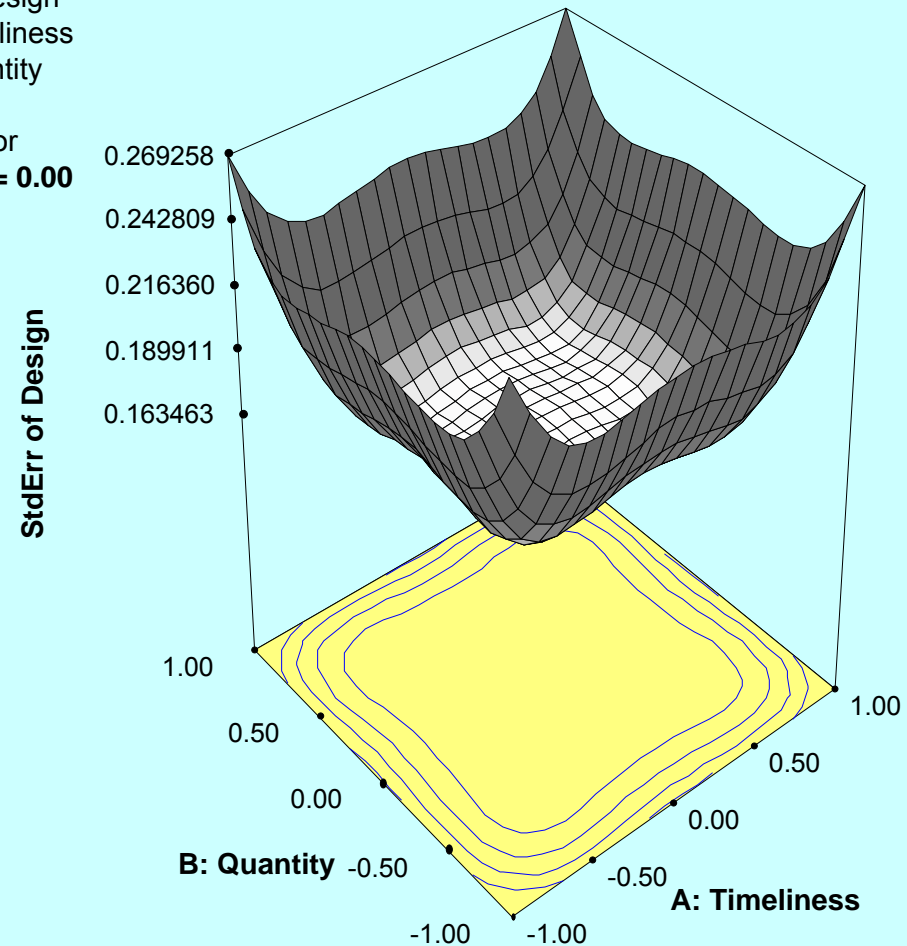
*DoE Tutorial*

- Plot of Standard Error of Design
  - 3-D, 2-Factor view for a constant setting of the 3<sup>rd</sup> factor
  - Corresponding contour plot is shown on the base
  - Depth of shading indicates steepness of slope

DESIGN-EXPERT Plot

StdErr of Design  
X = A: Timeliness  
Y = B: Quantity

Actual Factor  
**C: Quality = 0.00**



# Diagnostic Tests

- Examine data output with:
  - Normal plot of the residuals
  - Residuals vs. predicted error
  - Residuals vs. run
  - Residuals vs. Timeliness
  - Residuals vs. Quantity
  - Residuals vs. Quality
- Conduct outlier investigation
- Conduct transform analysis



# Normal Plot of Residuals

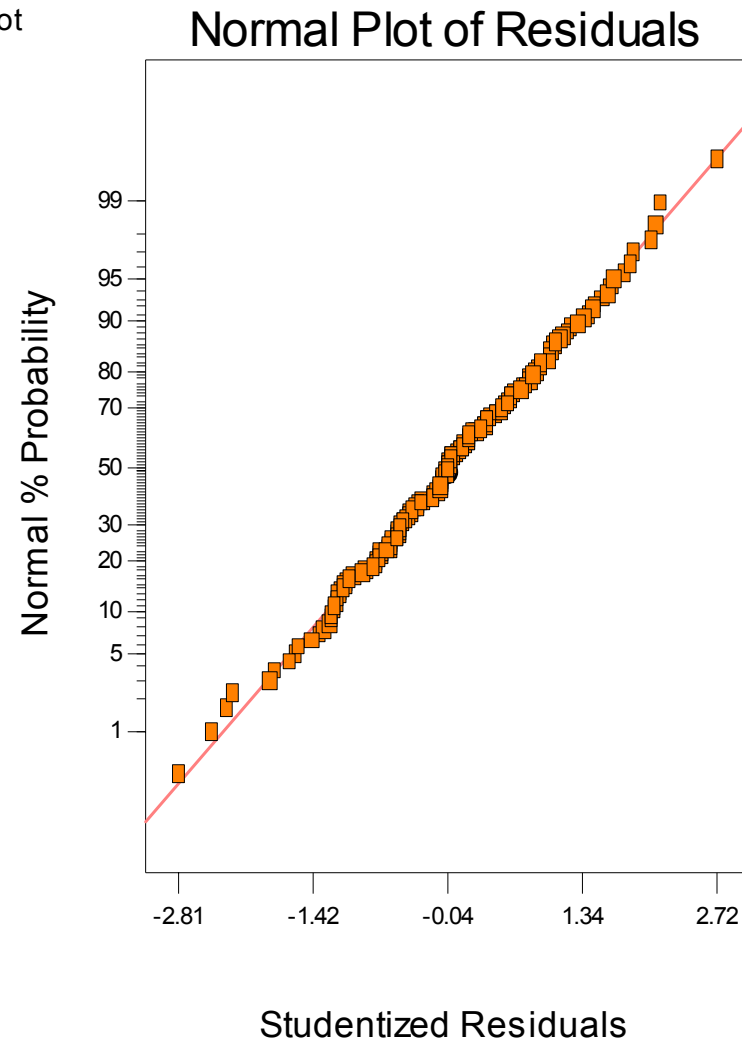


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## ➤ Residual Plot

- Desired – data points fall on a straight line
- Actual – does not show any serious abnormality
- Results – OK

DESIGN-EXPERT Plot  
Total Kills - Red





# Residuals vs. Predicted

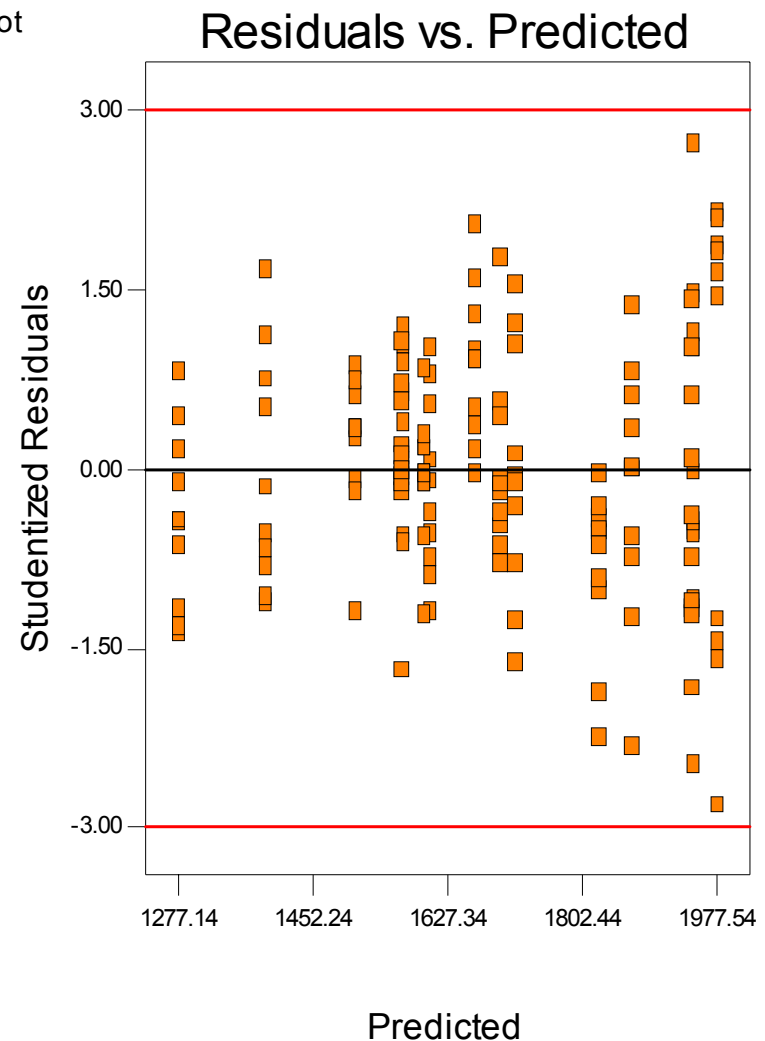


*DoE Tutorial*

## ➤ Residual Analysis

- Desired – no apparent pattern in the observed data
- Actual – no pattern in the observed data
- Results – OK

DESIGN-EXPERT Plot  
Total Kills - Red





# Residuals vs. Run

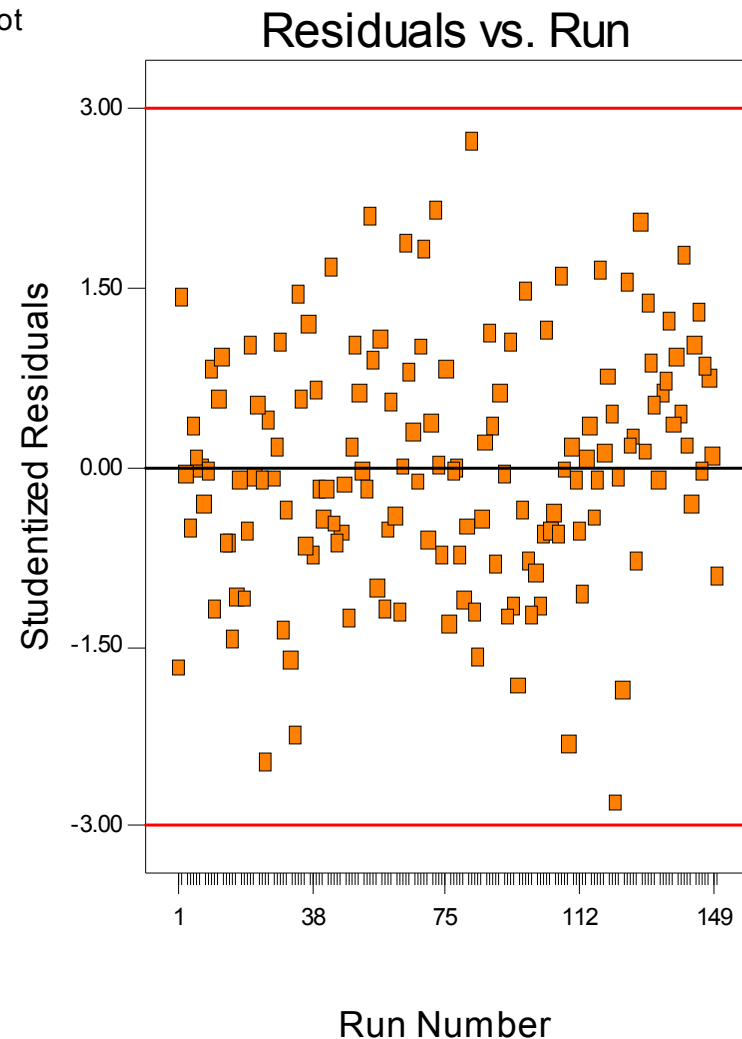


*DoE Tutorial*

## ➤ Residual Analysis

- Desired – no apparent pattern in the observed data
- Actual – no pattern in the observed data
- Results – OK

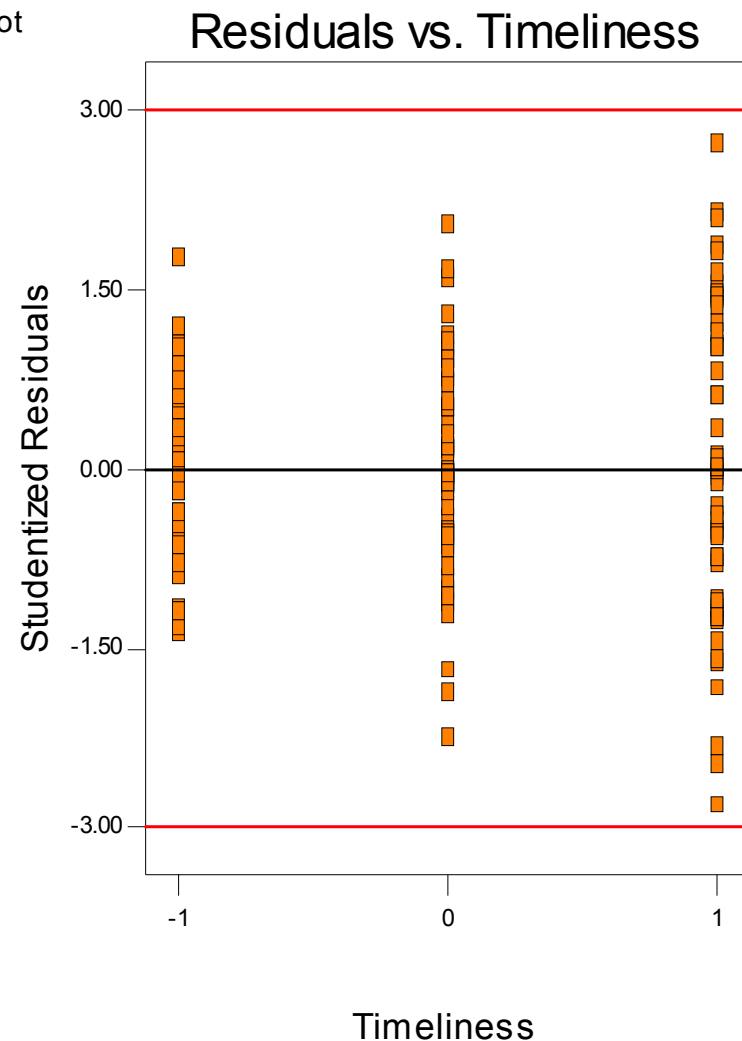
DESIGN-EXPERT Plot  
Total Kills - Red



## ➤ Residual Analysis

- Desired – no apparent pattern in the observed data
- Actual – no pattern in the observed data
- A slight expansion as settings shift from Low to High but not strong enough to invalidate results
- Results – OK

DESIGN-EXPERT Plot  
Total Kills - Red





# Residuals vs. Quantity

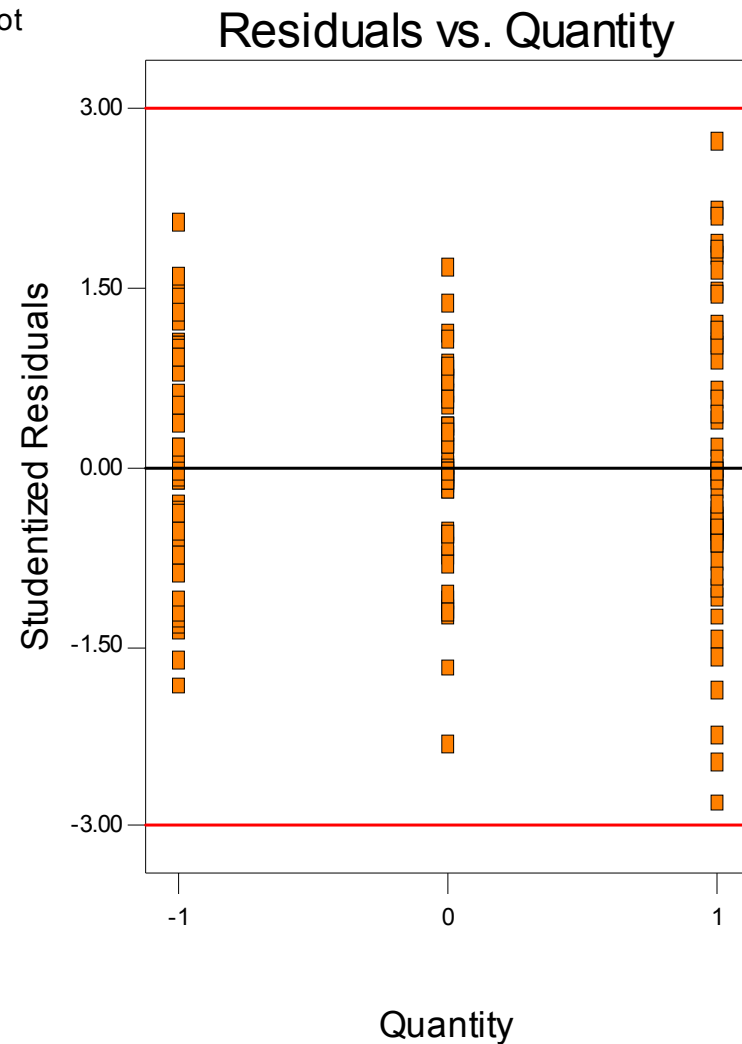


*DoE Tutorial*

## ➤ Residual Analysis

- Desired – no apparent pattern in the observed data
- Actual – no pattern in the observed data
- Results – OK

DESIGN-EXPERT Plot  
Total Kills - Red







# Residuals vs. Quality

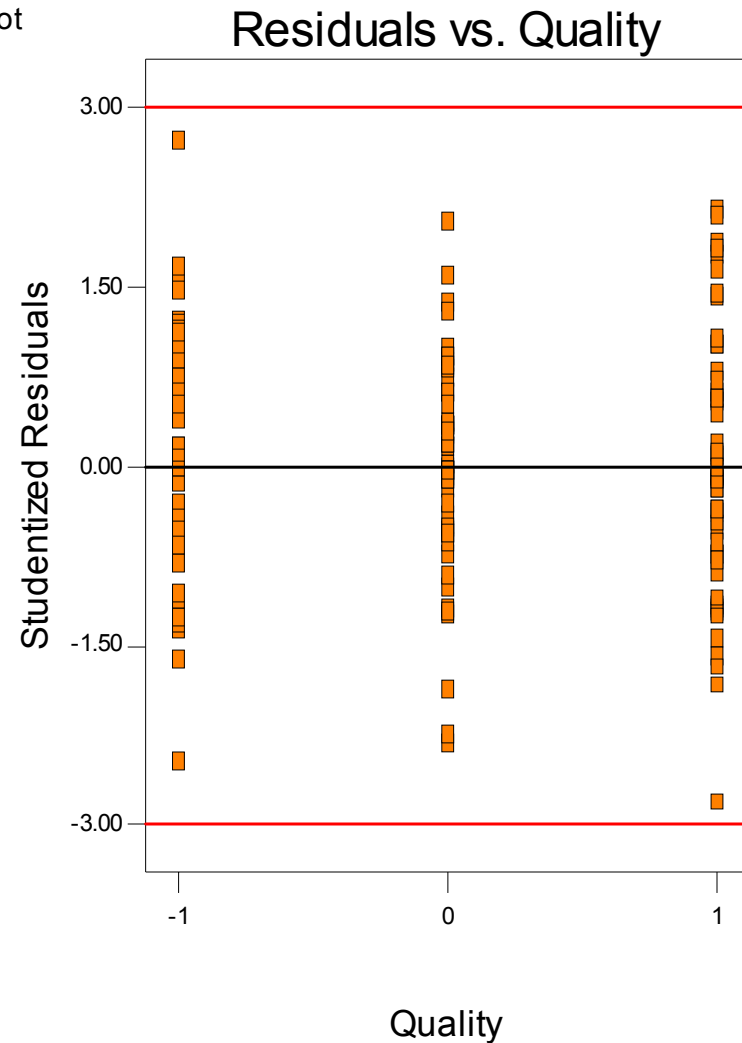


DoE Tutorial

## ➤ Residual Analysis

- Desired – no apparent pattern in the observed data
- Actual – no pattern in the observed data
- Results – OK

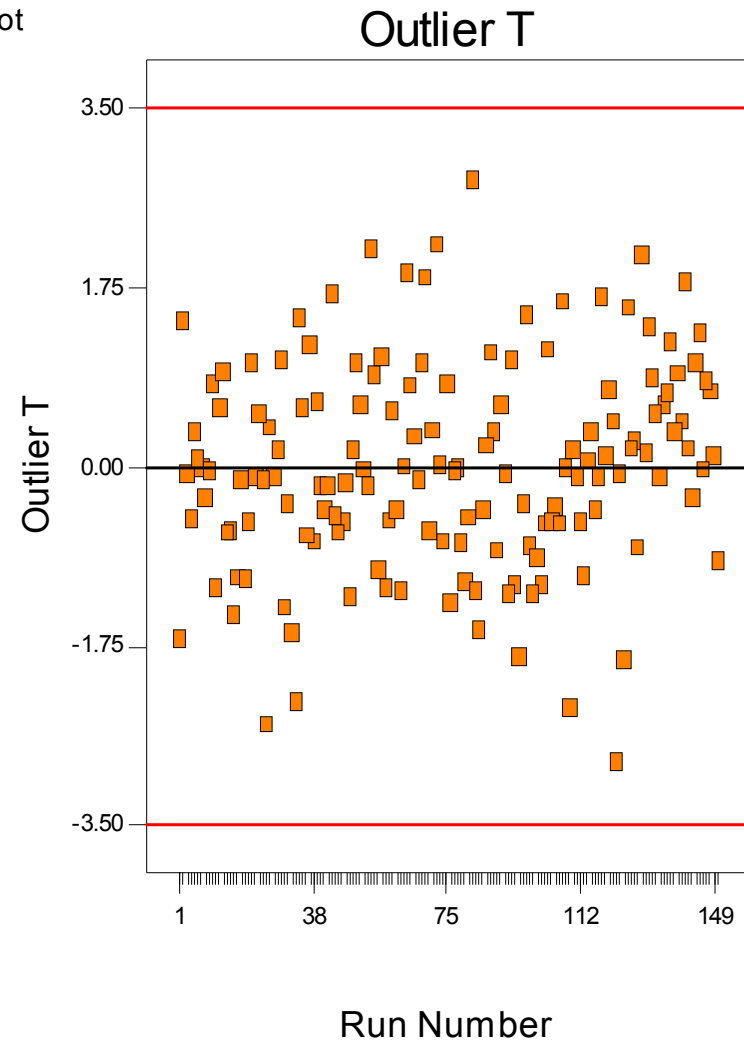
DESIGN-EXPERT Plot  
Total Kills - Red



## ➤ Outlier Analysis

- Desired – no apparent pattern in the observed data
- Actual – no pattern in the observed data
- Results – OK

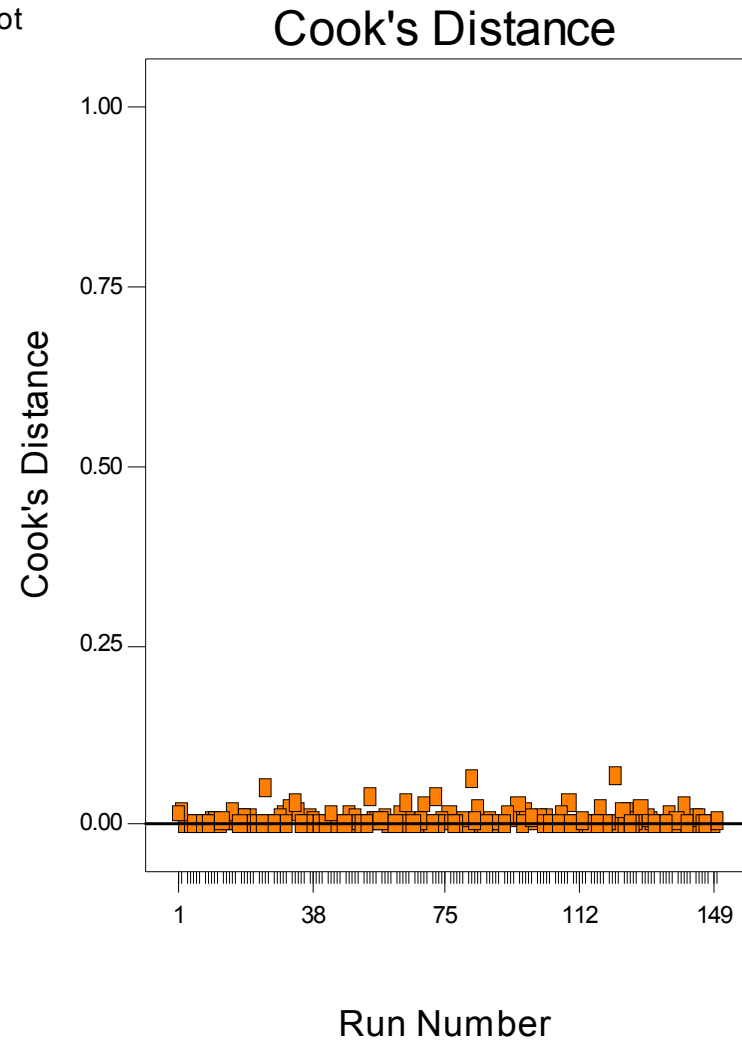
DESIGN-EXPERT Plot  
Total Kills - Red



## ➤ Outlier Analysis

- Desired – strong clustering near the zero point
- Actual – strong clustering near the zero point
- Results – OK

DESIGN-EXPERT Plot  
Total Kills - Red





# Outlier Investigation (3)

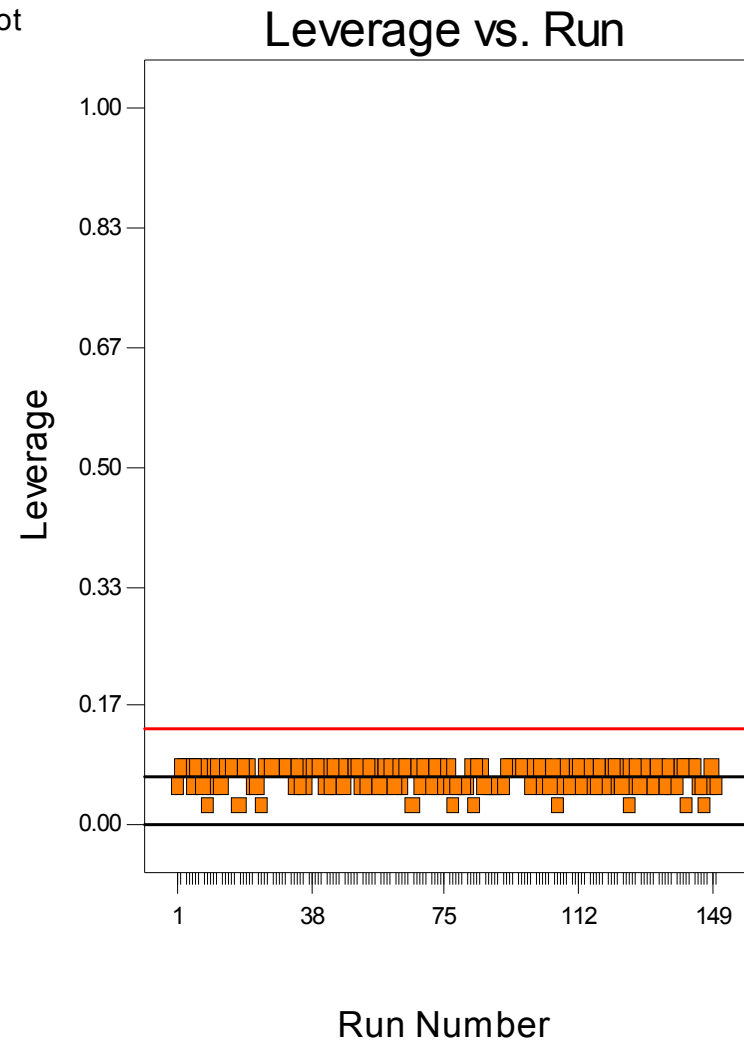


*DoE Tutorial*

## ➤ Outlier Analysis

- Desired – strong clustering near the zero point
- Actual – strong clustering near the zero point
- Results – OK

DESIGN-EXPERT Plot  
Total Kills - Red





# Predicted vs. Actual

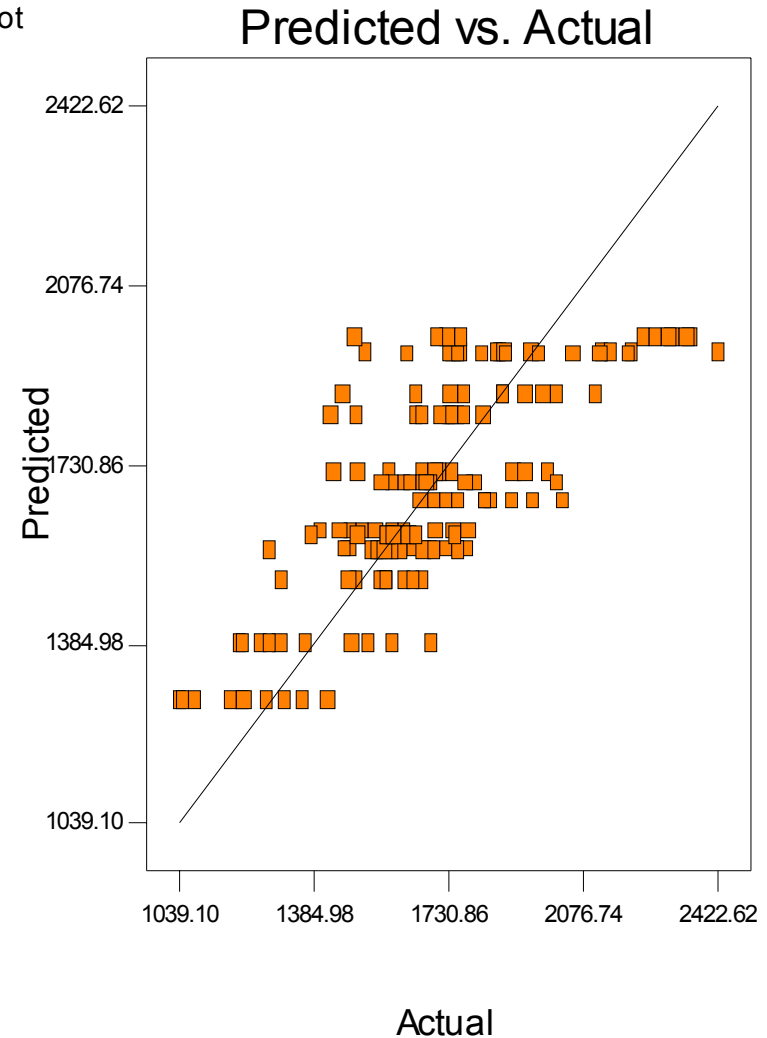


DoE Tutorial

## ➤ Outlier Analysis

- Desired – no apparent pattern in the observed data
- Actual – no pattern in the observed data
- Results – OK

DESIGN-EXPERT Plot  
Total Kills - Red



## ➤ Transform Analysis

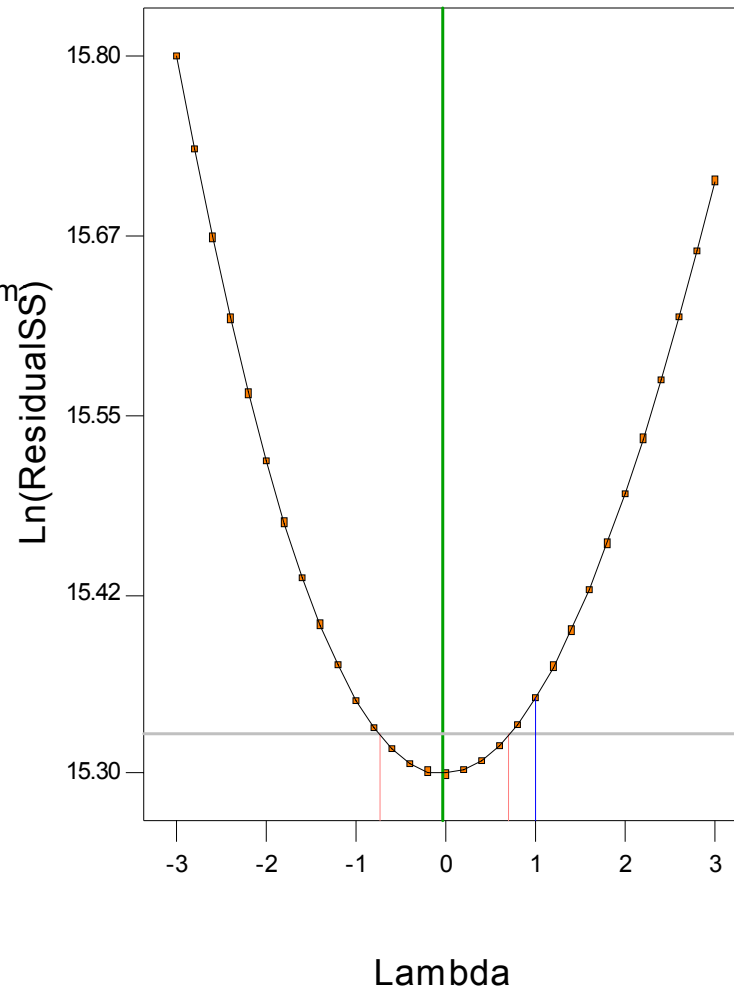
- Desired – no transform
- Actual – Log transform recommended
- Results – transform not pursued due to constraints:
  - Time available
  - Quality of data

DESIGN-EXPERT Plot  
Total Kills - Red

Lambda  
Current = 1  
Best = -0.03  
Low C.I. = -0.74  
High C.I. = 0.7

Recommend transform  
Log  
(Lambda = 0)

## Box-Cox Plot for Power Transforms



- **Model has statistical power:**
  - For Type I error of 5%, Type II error is less than 0.1%.
- **Diagnostics acceptable:**
  - No problems based on residual analysis.
  - No problems based on outlier analysis.
  - Data transform suggested but not deemed essential for this task.



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# Interpretation and Analysis



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- Review the results in terms of:
  - ANOVA Table
  - Perturbation plots
  - Single factor response
  - Interaction response
  - Contour plots
  - 3-D surface plots
  - Cube plot





# ANOVA – Total Kills



*DoE Tutorial*

Source	Sum of Squares	DF	Mean Square	F Value	Prob > F	$\alpha = 0.05$
Model	6,024,287.18	9	669,365.24	20.2233	< 0.0001	*
T	3,235,042.05	1	3,235,042.05	97.739	< 0.0001	*
Q <sub>T</sub>	659,344.82	1	659,344.82	19.9205	< 0.0001	*
Q <sub>L</sub>	794,562.33	1	794,562.33	24.0058	< 0.0001	*
T <sup>2</sup>	212,422.81	1	212,422.81	6.4178	0.0124	*
Q <sub>T</sub> <sup>2</sup>	558,906.79	1	558,906.79	16.886	< 0.0001	*
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TQ <sub>T</sub>	17,652.64	1	17,652.64	0.5333	0.4664	
TQ <sub>L</sub>	47,410.91	1	47,410.91	1.4324	0.2334	
Q <sub>T</sub> Q <sub>L</sub>	199,200.94	1	199,200.94	6.0184	0.0154	*
Residual	4,633,827.61	140	33,098.77			
Lack of Fit	660,829.65	5	132,165.93	4.4909	0.0008	*
Pure Error	3,972,997.96	135	29,429.61			
Cor Total	10,658,114.79	149				



# Fitted Model – Total Kills



$$CO = \left( \begin{aligned} &1595.89 + 179.86T + 81.20Q_T + 89.14Q_L + \\ &\quad + 90.89T^2 + 147.43Q_T^2 - 117.77Q_L^2 \\ &\quad - 14.85TQ_T - 24.34TQ_L - 49.90Q_TQ_L \end{aligned} \right)$$



# Perturbation Plot



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## ➤ Single Factor Analysis

- Shows curvature for each factor at the Center point
- Provides visual confirmation of the ANOVA statistics
- “Opposing” shift for Quality (C) reflects value of the squared term in the fitted equation

DESIGN-EXPERT Plot

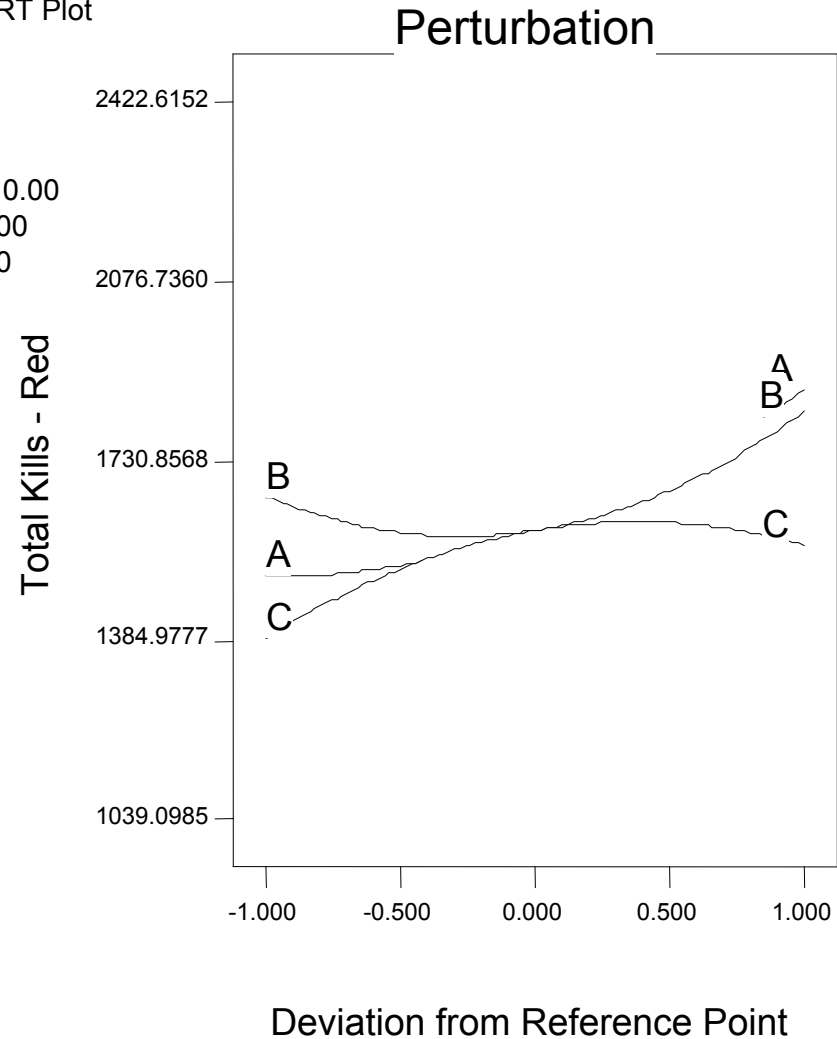
Total Kills - Red

Actual Factors

A: Timeliness = 0.00

B: Quantity = 0.00

C: Quality = 0.00





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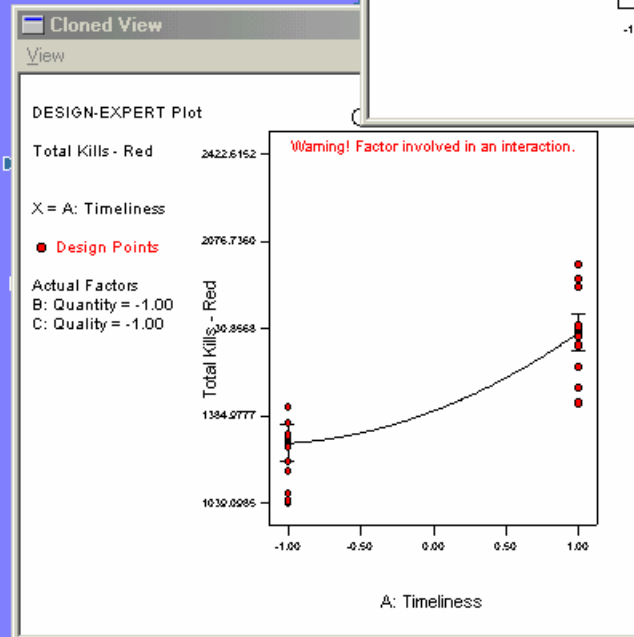
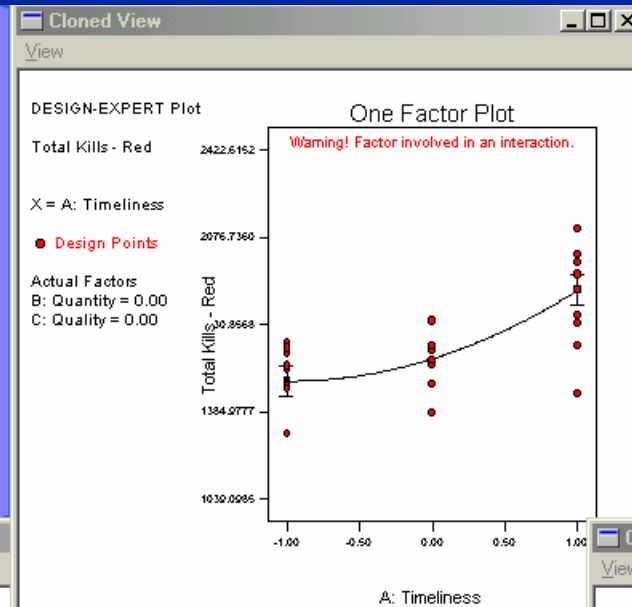
# Single Factor - Timeliness



DoE Tutorial

- Curvature in each of the panels shows the single factor response

- No significant effect would be a straight line with slope = 0



Factors Tool

Gauges Sheet

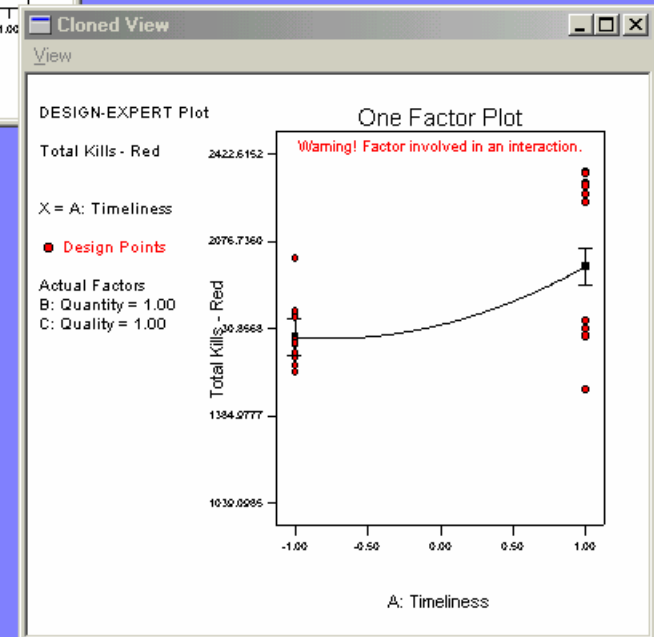
X A: Timeliness

B: Quantity

C: Quality

Default

Term A



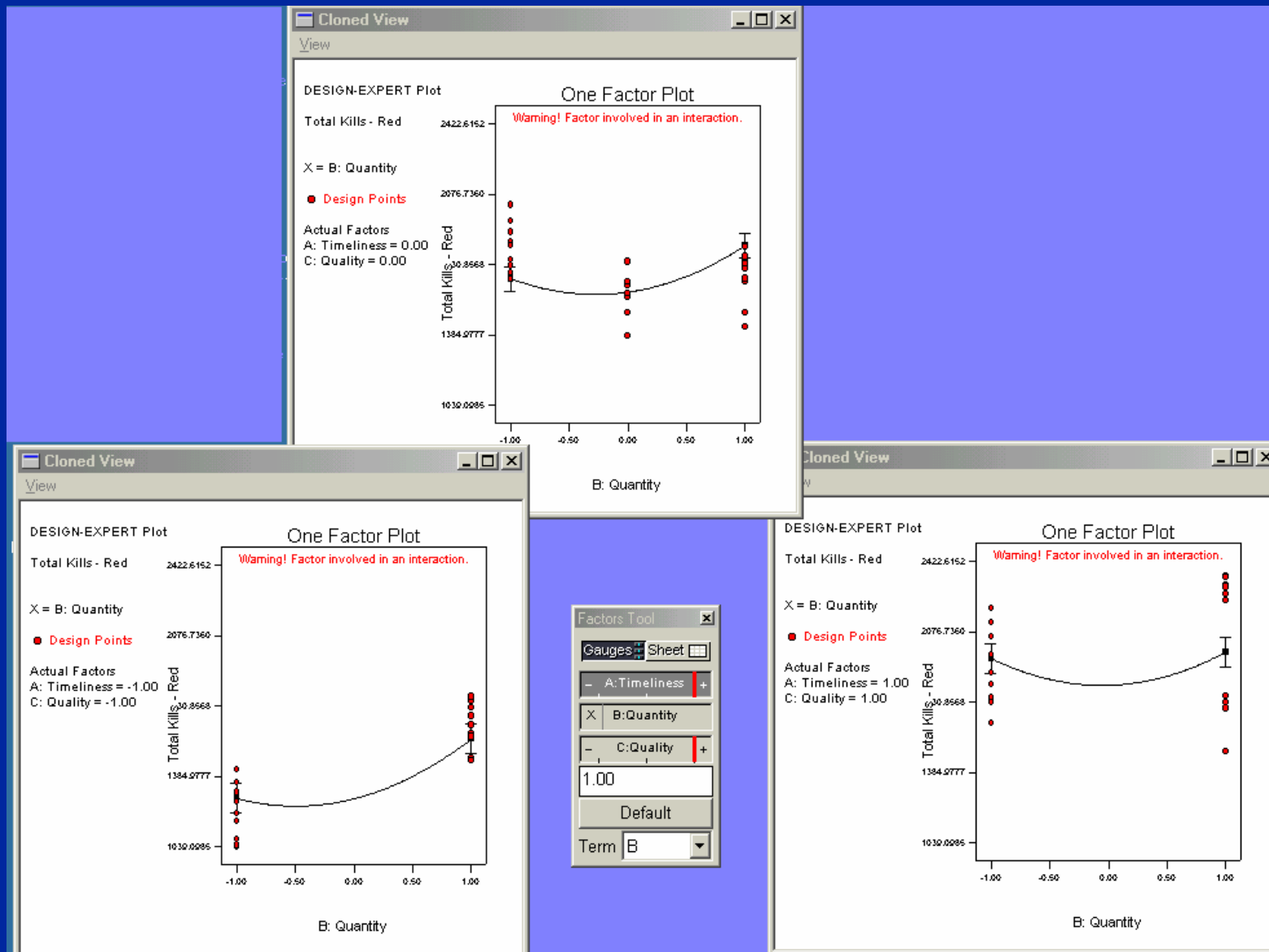


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# Single Factor - Quantity

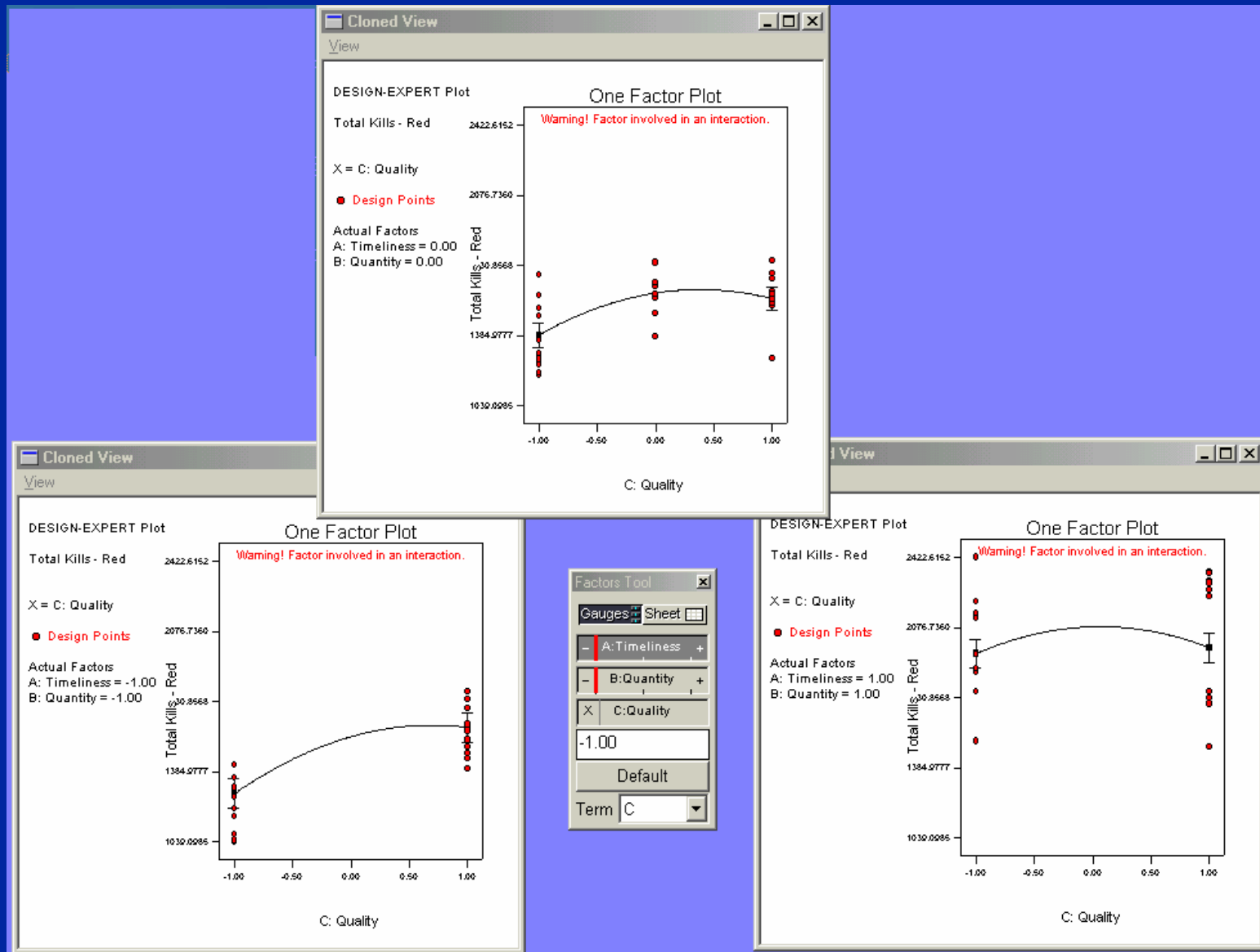


DoE Tutorial



# Single Factor - Quality

*DoE Tutorial*

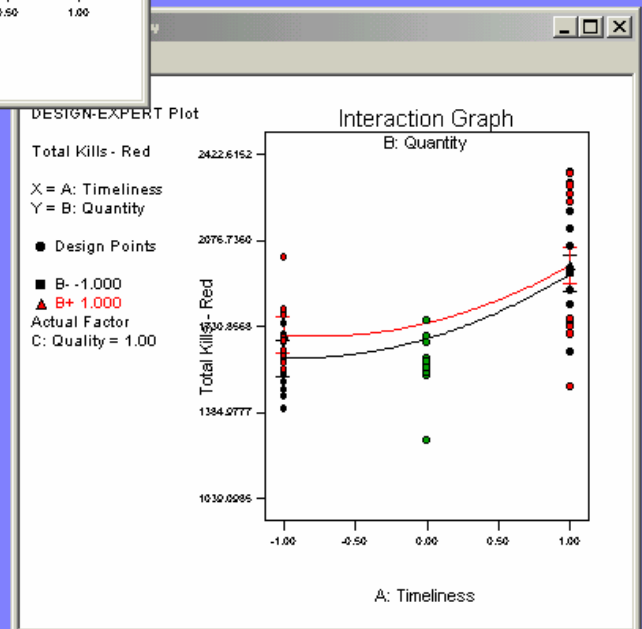
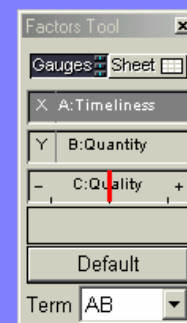
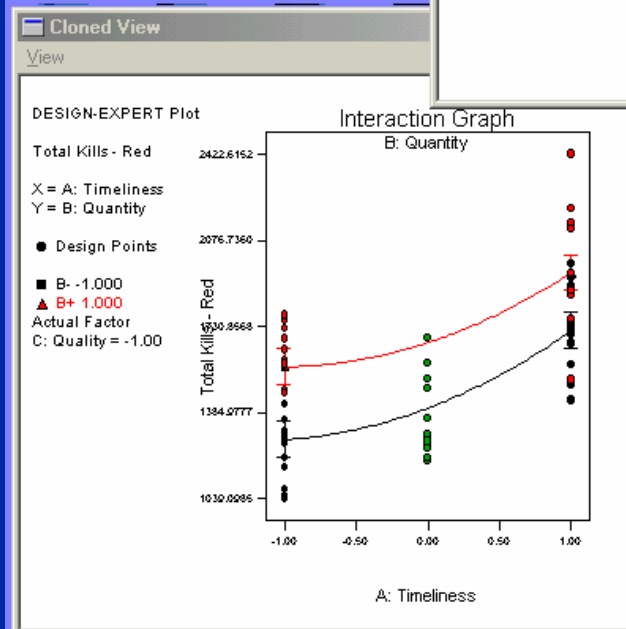
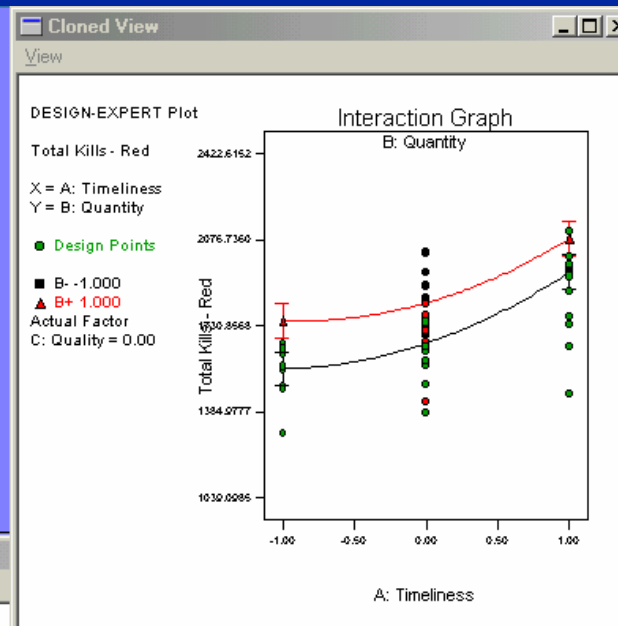


# Interaction: T vs. $Q_T$

DoE Tutorial

- Curvature in each of the panels shows the response for constant Quality
- Upper (Red) line shows Quantity = High

- No significant effect would be over-lapping straight lines with slopes = 0



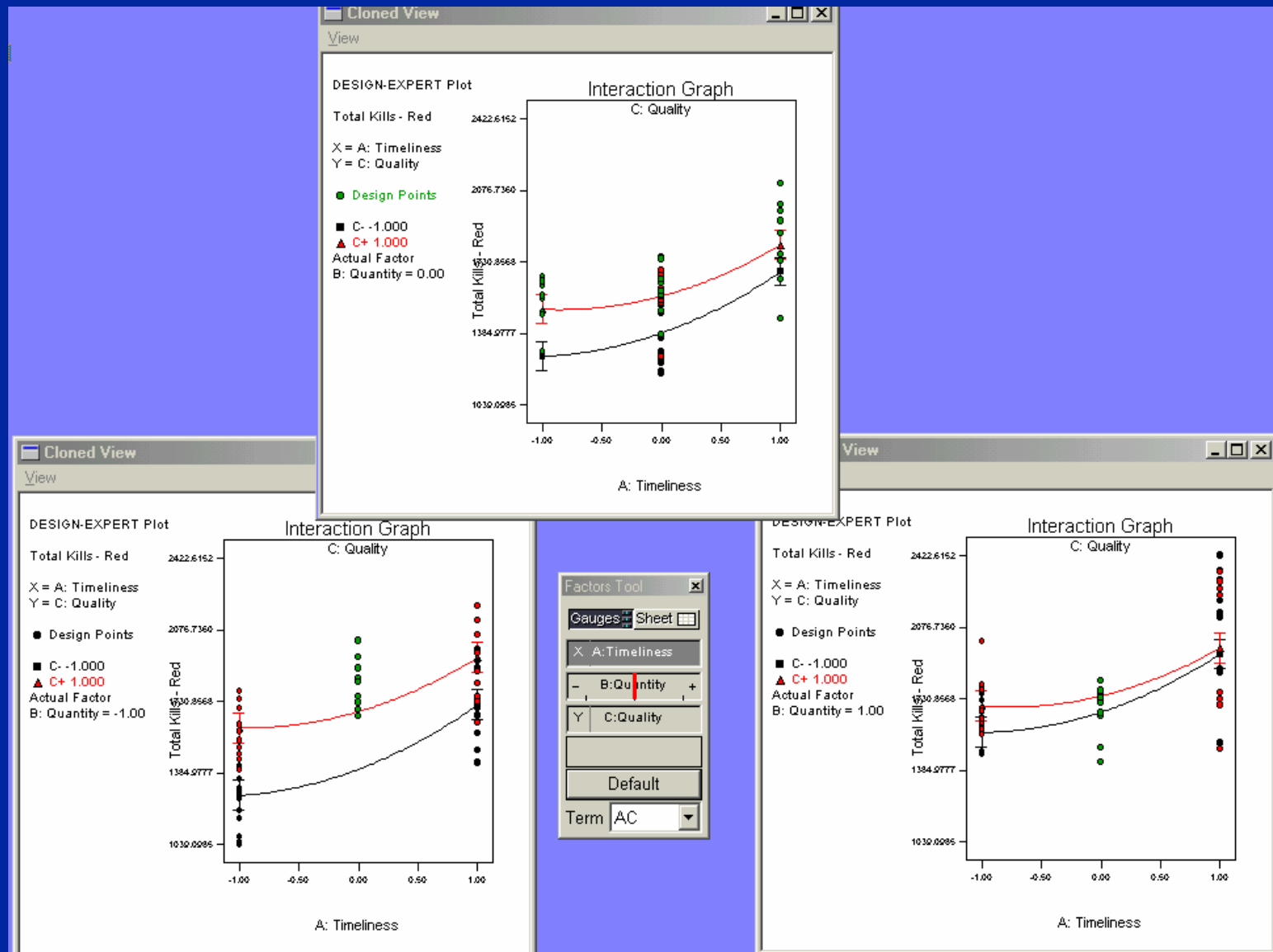


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# Interaction: T vs. Q<sub>L</sub>



DoE Tutorial





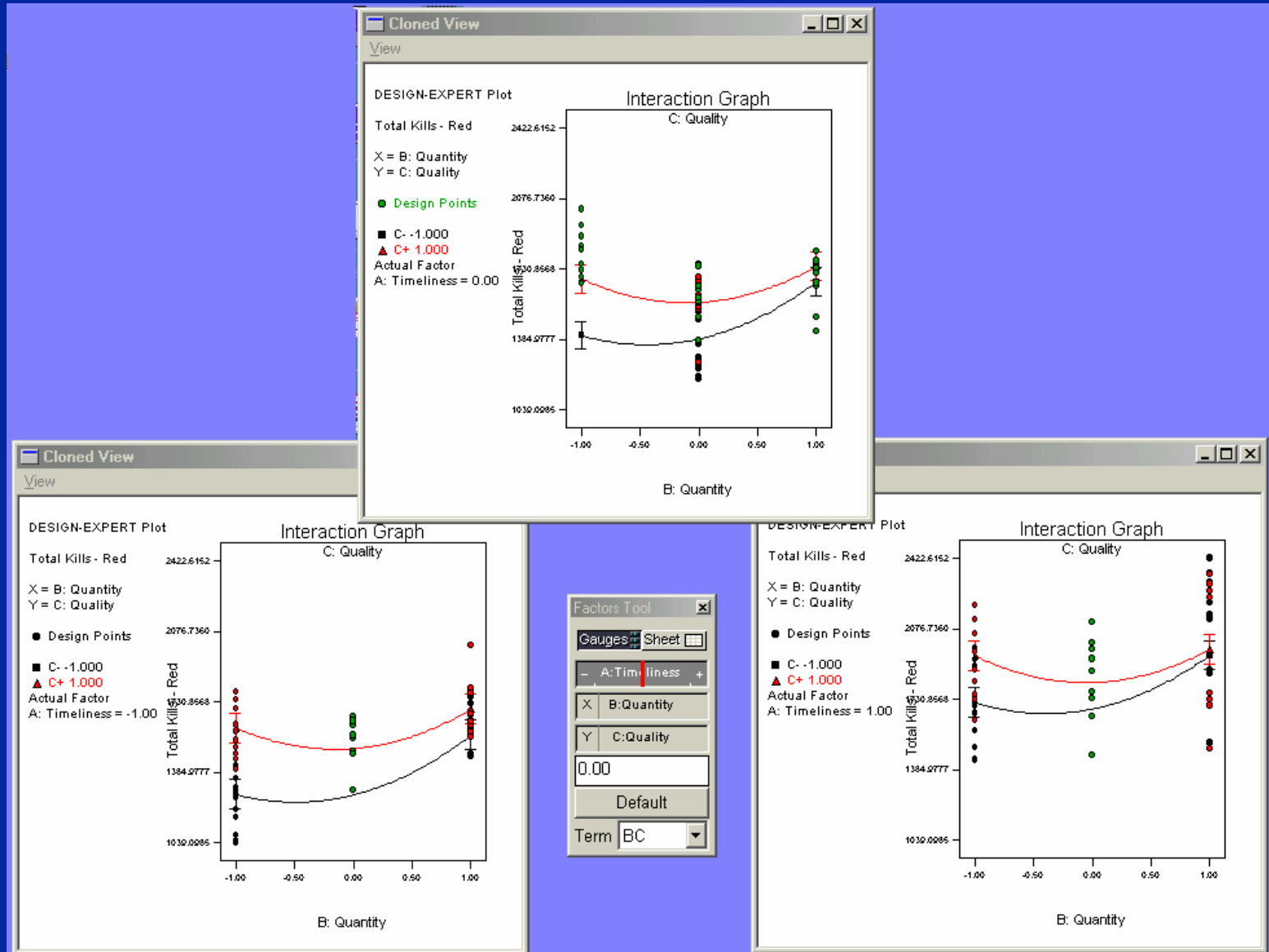


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# Interaction: $Q_T$ vs. $Q_L$



DoE Tutorial

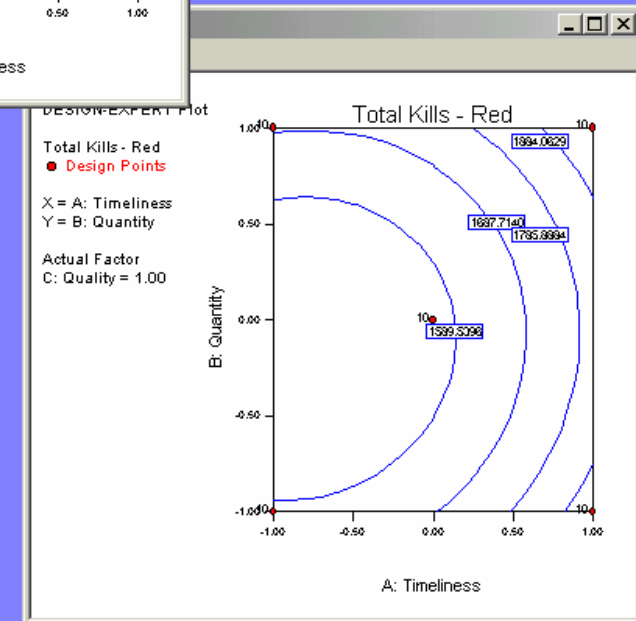
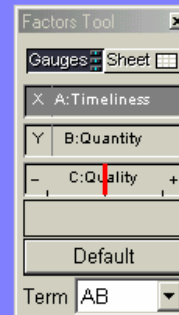
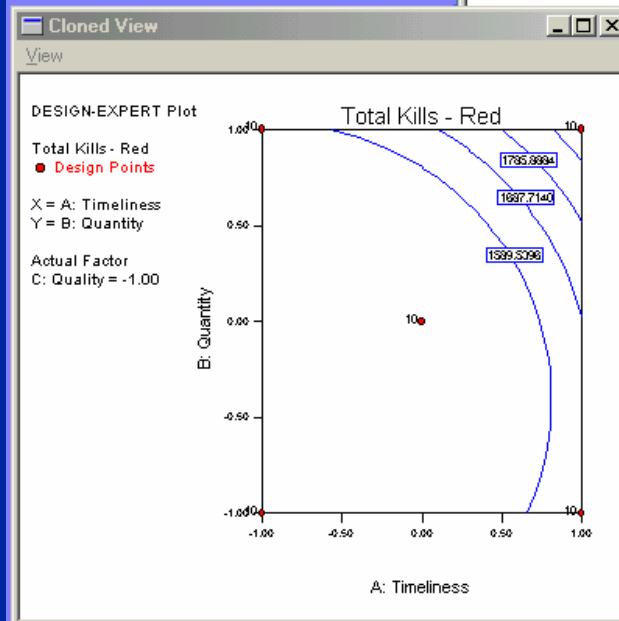
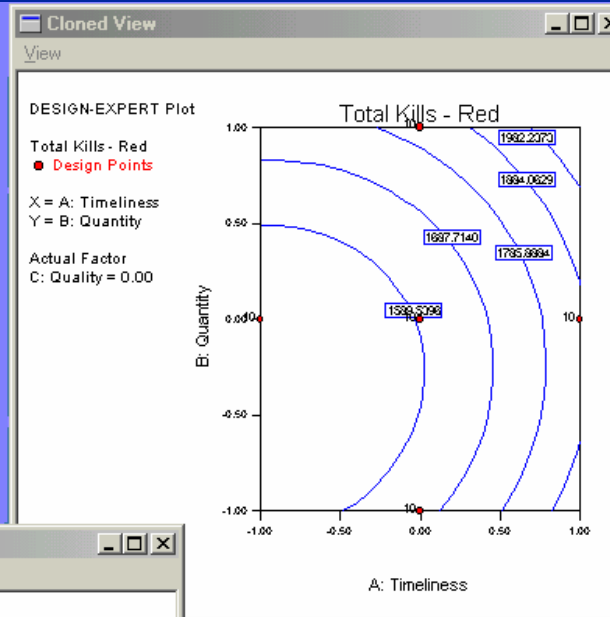


# Contours: T vs. Q<sub>T</sub>

DoE Tutorial

➤ Curvature in each of the panels shows the response for constant Quality

➤ Closeness of contour indicates relative steepness of slope



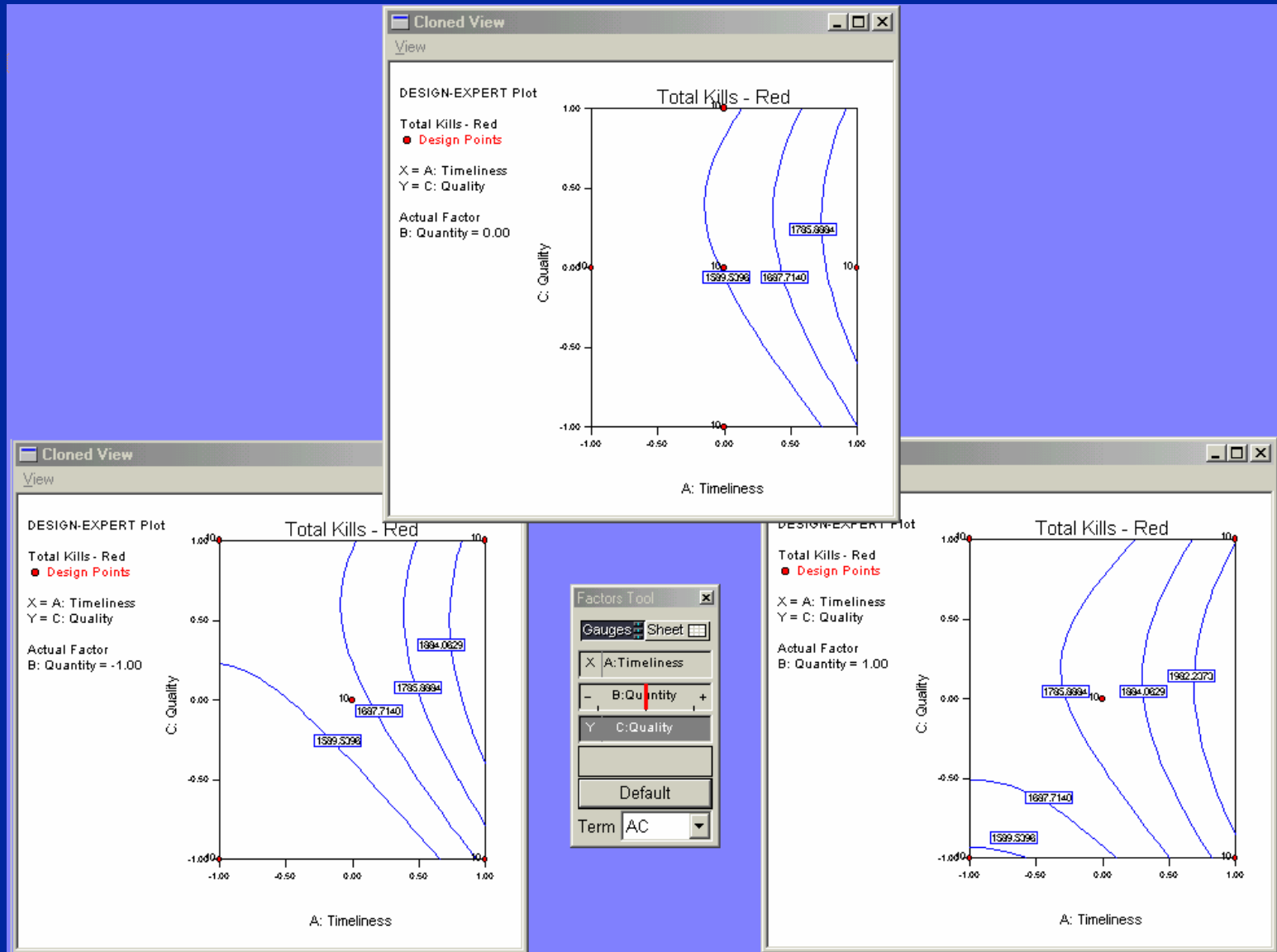


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# Contours: T vs. Q<sub>L</sub>



DoE Tutorial



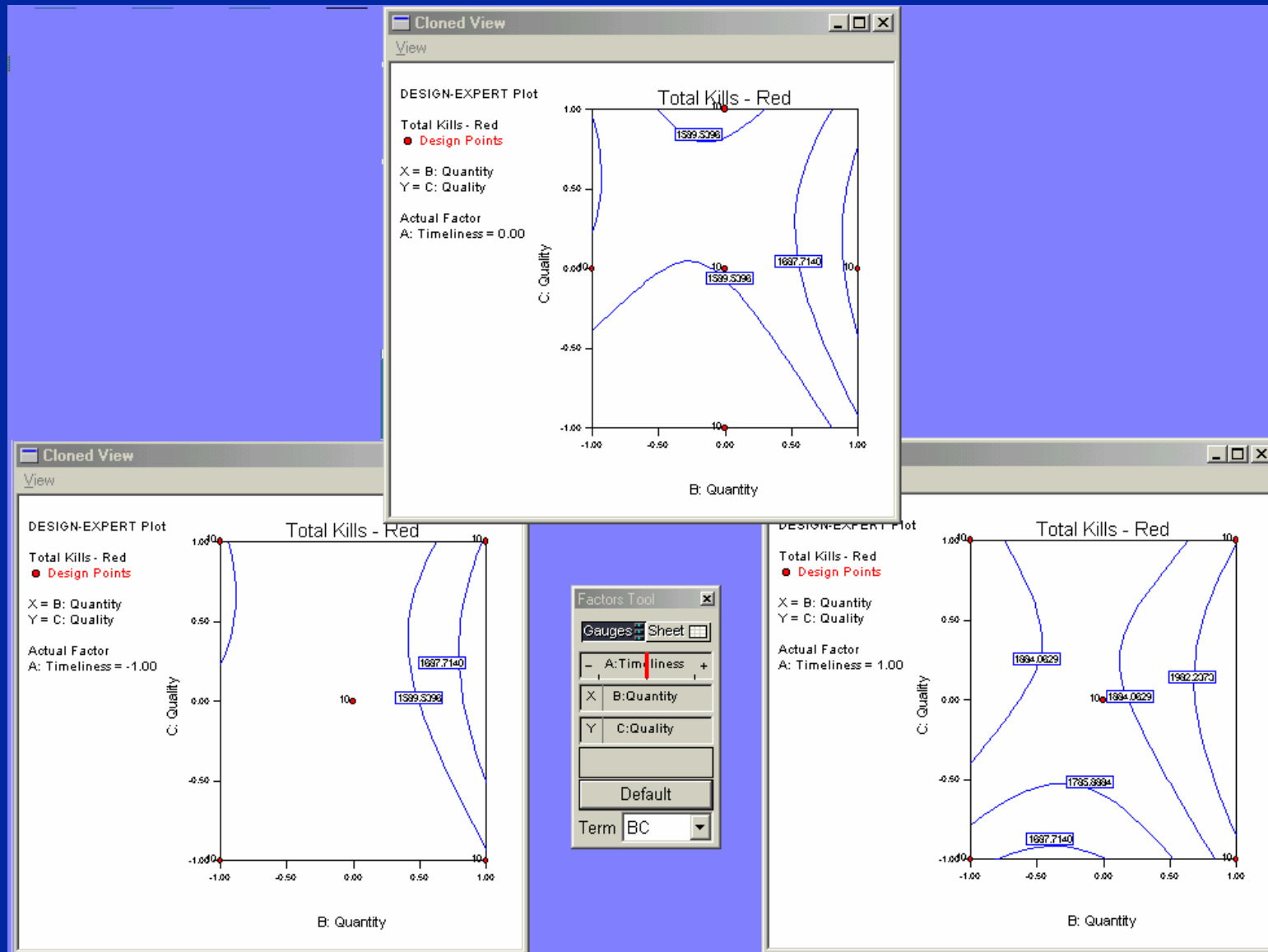


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# Contours: $Q_T$ vs. $Q_L$



DoE Tutorial





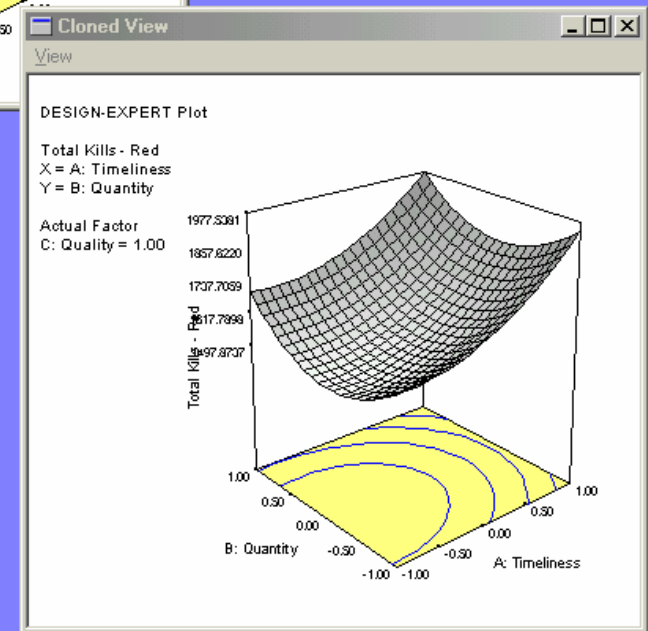
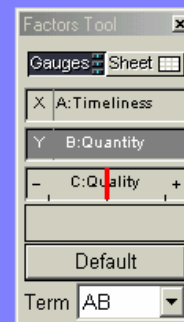
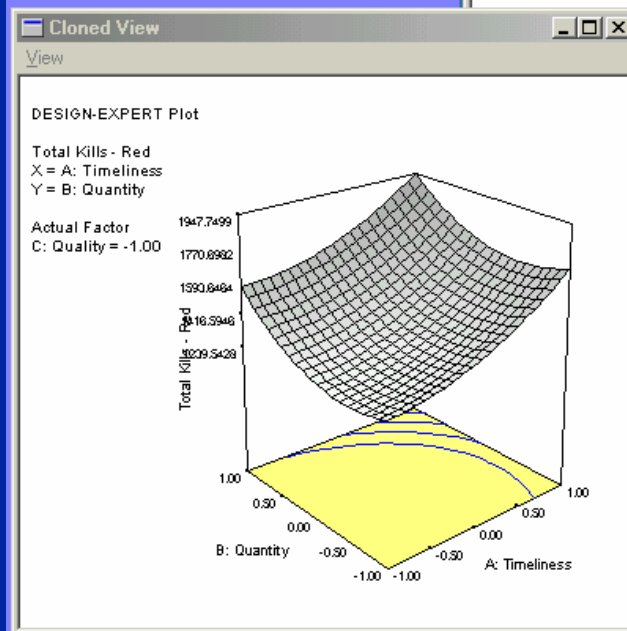
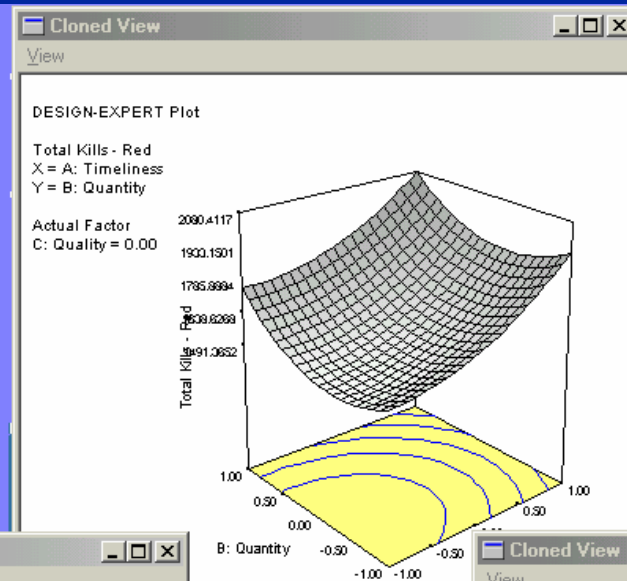
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# 3-D Surface: T vs. $Q_T$



DoE Tutorial

- Curvature in each of the panels shows the response for constant Quality



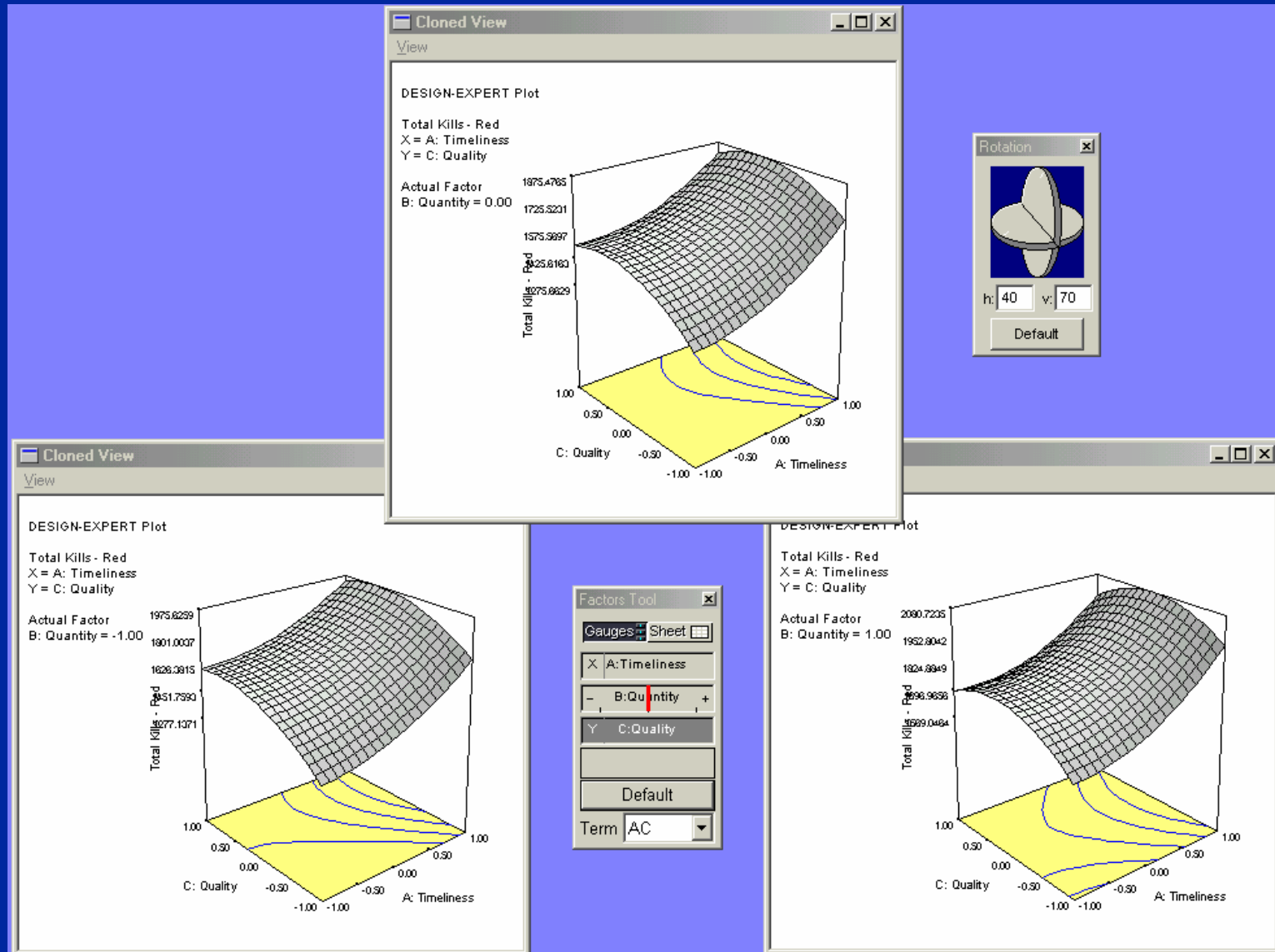


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# 3-D Surface: T vs. $Q_L$



DoE Tutorial



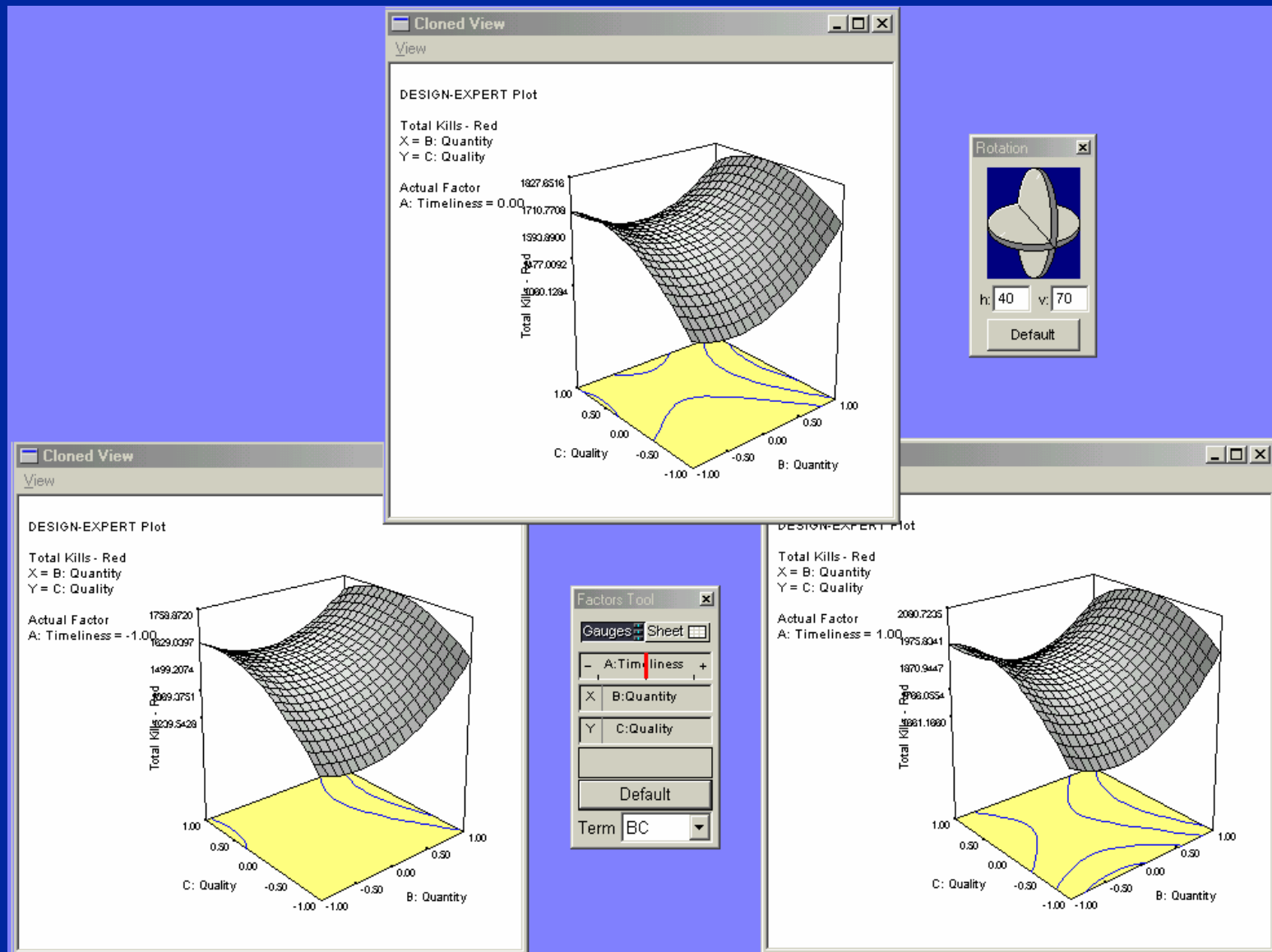


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# 3-D Surface: $Q_T$ vs. $Q_L$



DoE Tutorial

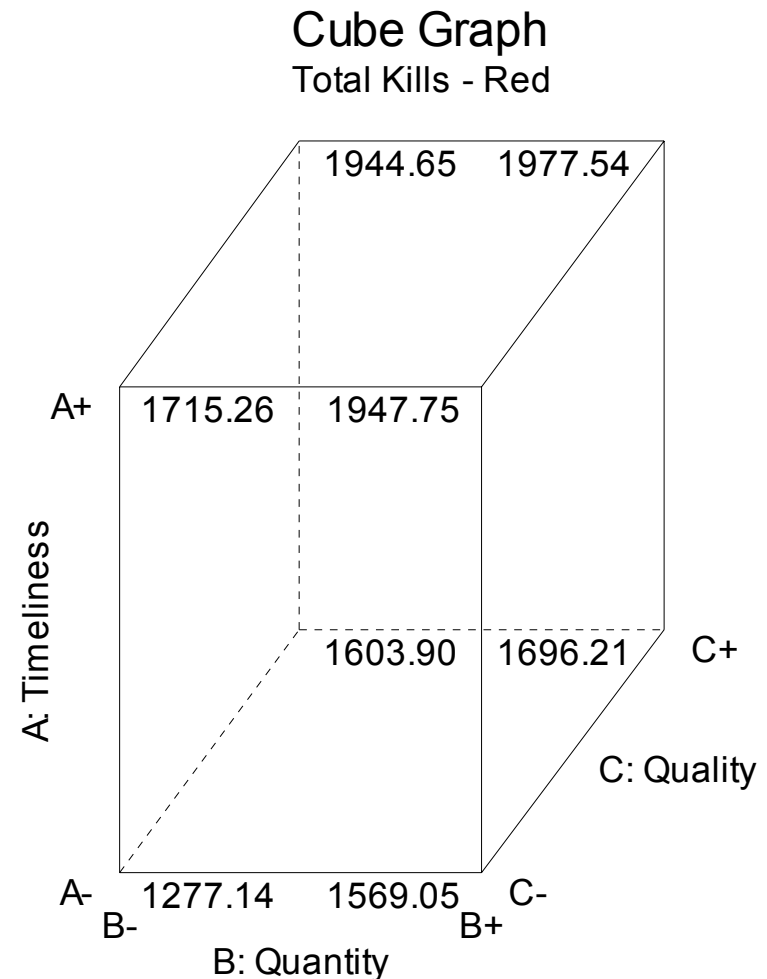


## ➤ Response Analysis

- Desired – Combat Outcome (Total Kills) increases as performance moves from degraded to enhanced
- Actual – matches desired outcome
- Results – model is sensitive to the 3 factors in the direction hypothesized

DESIGN-EXPERT Plot

Total Kills - Red  
X = B: Quantity  
Y = A: Timeliness  
Z = C: Quality







# Significance Across Components



*DoE Tutorial*

Factor	DF	IF	A2G	TOTAL
Model	*	*	*	*
T	*	*	*	*
Q <sub>T</sub>	*		*	*
Q <sub>L</sub>			*	*
T <sup>2</sup>		*	*	*
Q <sub>T</sub> <sup>2</sup>	*	*	*	*
Q <sub>L</sub> <sup>2</sup>	*	*	*	*
TQ <sub>T</sub>				
TQ <sub>L</sub>				
Q <sub>T</sub> Q <sub>L</sub>	*			*



# C3I Factor Sensitivity ( $\beta$ Coefficients)



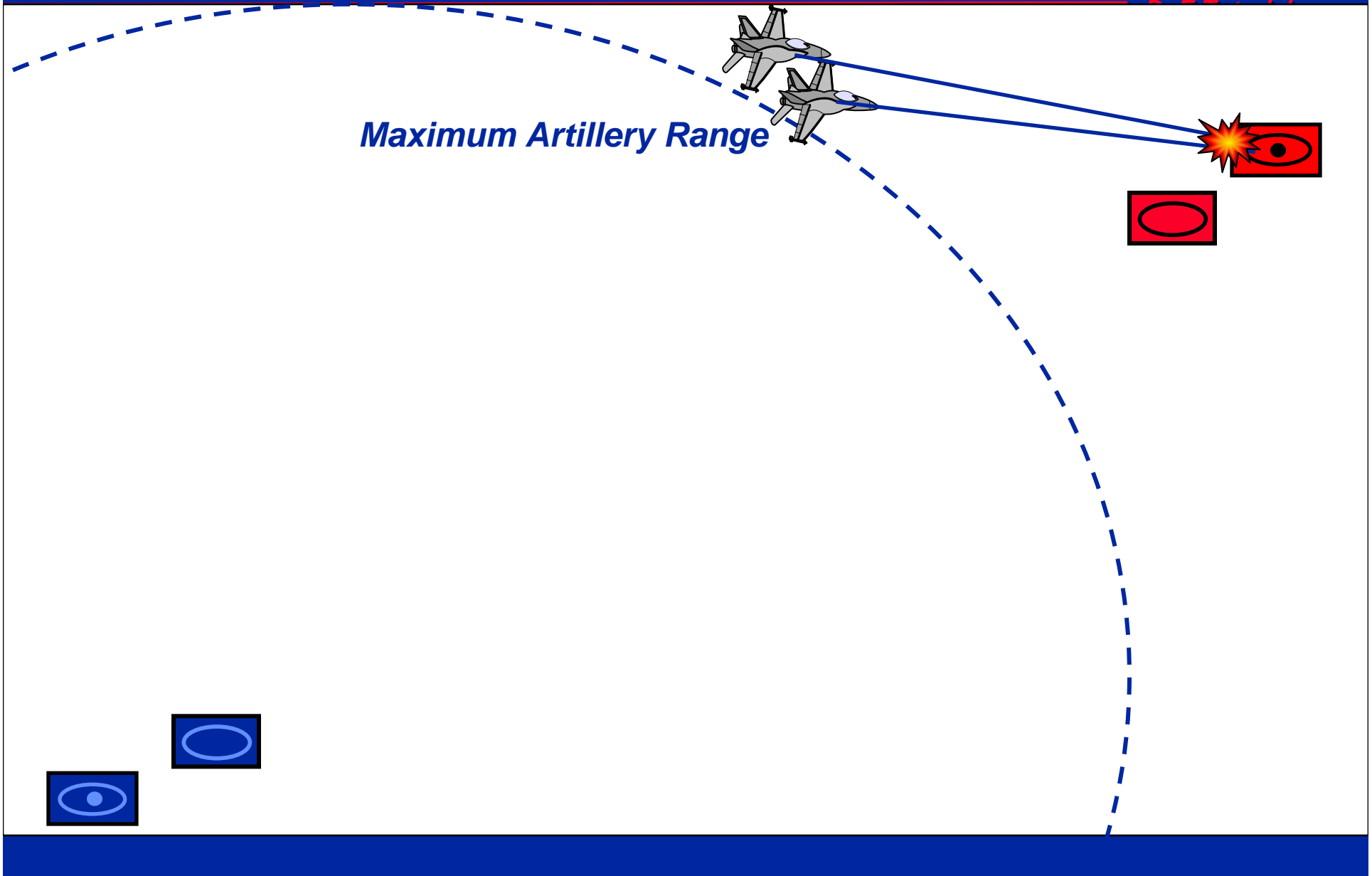
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Factor	DF	IF	A2G	TOTAL
$\beta_0$	286.13	141.07	1168.68	1595.89
T	-64.34	9.54	234.66	179.86
$Q_T$	-33.32	-0.29	114.81	81.20
$Q_L$	4.45	6.67	78.01	89.14
$T^2$	17.49	-48.30	121.70	90.89
$Q_T^2$	34.36	47.57	65.50	147.43
$Q_L^2$	-28.97	-20.69	-68.10	-117.77
$TQ_T$	8.30	7.21	-30.36	-14.85
$TQ_L$	9.42	-1.72	-32.05	-24.34
$Q_T Q_L$	-13.43	-4.90	-31.58	-49.90



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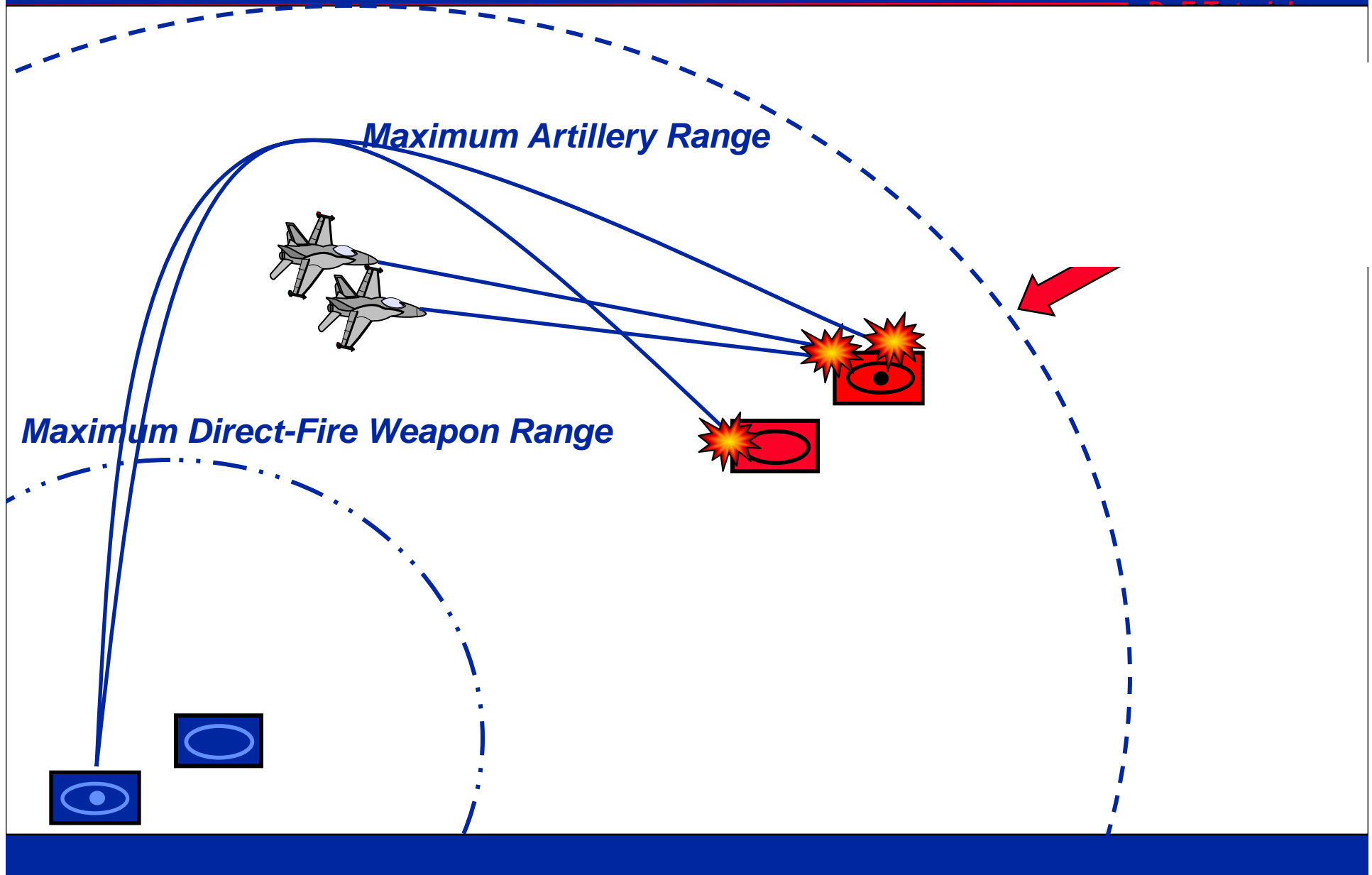
# Battlefield Interactions





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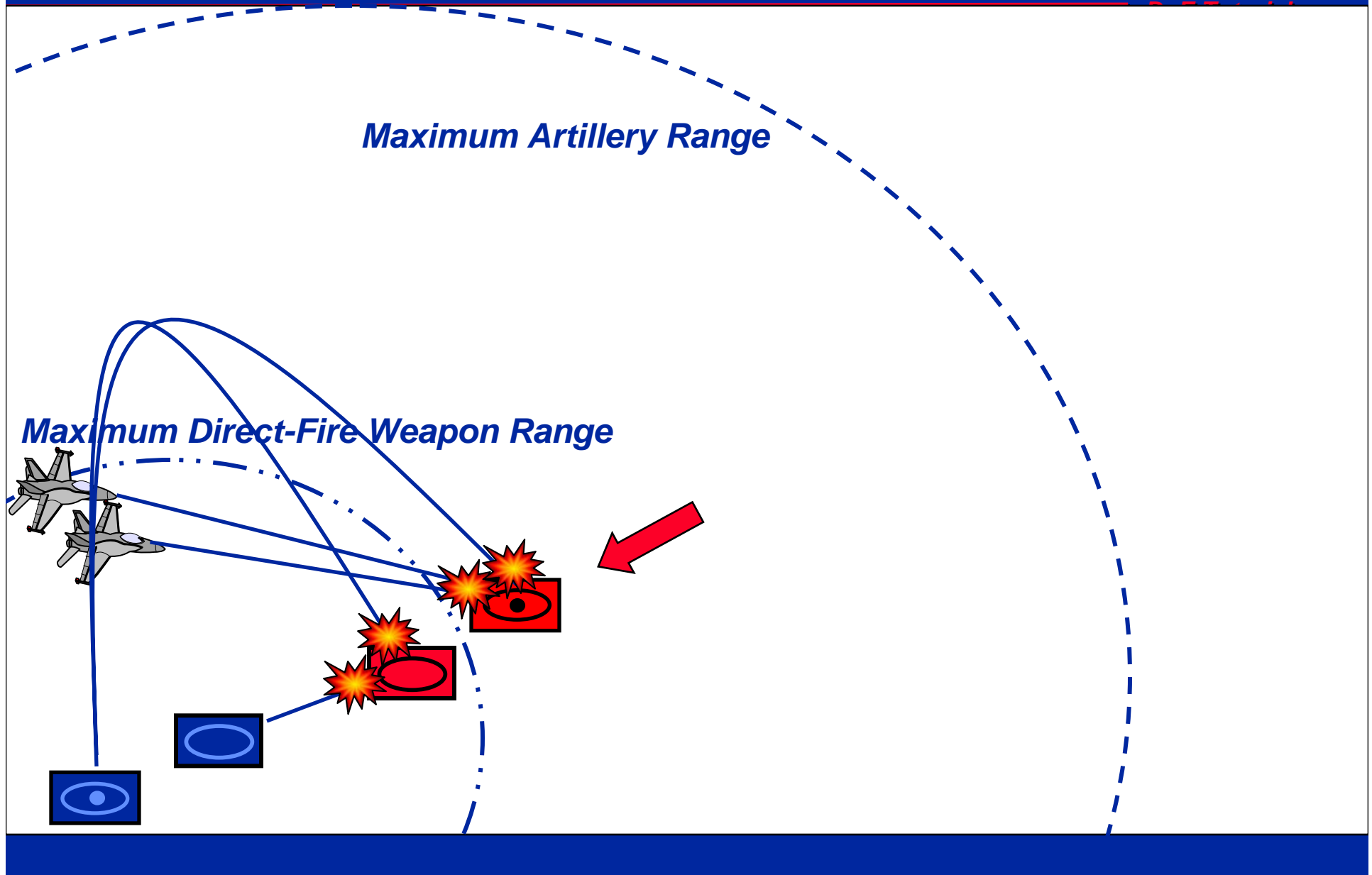
# Battlefield Interactions





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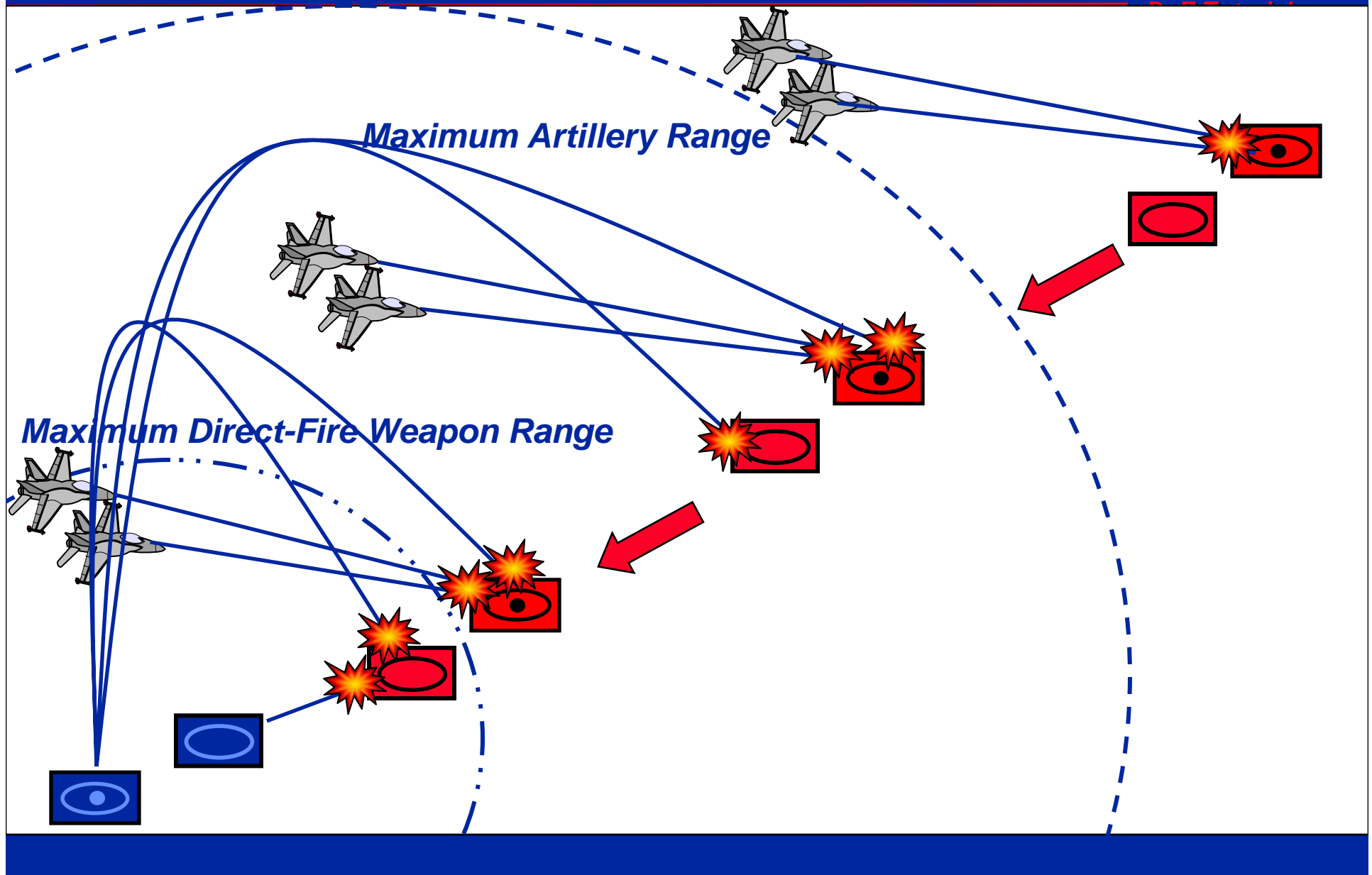
# Battlefield Interactions





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# Battlefield Interactions



- The model is:
  - Sensitive to the C3I parameters of Timeliness, Quantity, and Quality of Information
- The Face-Centered CCD is:
  - Statistically Powerful
  - Robust
  - Capable of providing significant insights

- **Topics Covered:**

- History from early days to Code of Best Practices
- Types of experiments and why we do them
- Strategies for experimentation
- Basic comparison techniques
- Analysis of Variance (ANOVA)
- Complex variations of ANOVA
- Importance of checking the diagnostic statistics
- Practical military modeling example

*Thank you for attending today.*